100% FOR SUPER NINTENDO PLAYERS スーパープレイ £2.50 円890

INDEPENDENT SUPER NINTENDO MAGAZINE

SUPER PLAY

ISSUE 26

DECEMBER 1994

Mortal Kombat II
Top Cheats

EXCLUSIVE SYNDICATE review!

A Bee Team Production

FINAL FANTASY III

Square lays the golden egg!

HUNDREDS OF GAMES INSIDE!

WIN A TV AND VIDEO!

PLUS All the best from the world of manga!
All the latest import and official releases!

Future PUBLISHING Your guarantee of value

9 770966 619028 12

BEAT THE

C&VG
"...a combination of Road Rash, Mario Kart and FIFA...This is a game of skill and experimentation and it'll be months before you exhaust the tactics for success"
94%

NMS
" A thoroughly smart racing game that encourages some really devious play. An absolute must buy for speed demons with like minded mates"
92%

Superplay
"Don't bother waiting for Mario Kart 2, go out and buy this. We like it lots"
91%

vivid image

Ubi Soft ENTERTAINMENT

SUPER NINTENDO ENTERTAINMENT SYSTEM

UBI SOFT Ltd. Finchley House 707 High Road North Finchley LONDON N12 OBT Tel.081 343 9055

E TRAFFIC!

STREET RACER

IT'S A RACE RIOT

© 1994 Ubi Soft Ltd. © 1994 Vivid Image Developments Ltd. Nintendo ®, Super Nintendo Entertainment System™, the Nintendo product seals and other marks designated as "™" are trademarks of Nintendo. All rights reserved.

KICK OFF 3

EUROPEAN

Challenge

CVG GOLD

YOU KNOW THE ...

TONNES OF SILVER-WARE UP FOR GRABS

15 LEAGUE AND CUP COMPETITIONS

EURO CUP, AND THE WORLD CUP

KICKS OFF NOVEMBER 26th

SNES £49.95
MEGA DRIVE £44.95

If you want a game that you play all season and not just one match...

a game with staying power, a game that never tires...

then you want Kick Off 3 European Challenge!

PACKED WITH NETBUSTING FEATURES:

Over 1000 of the globe's greatest players.

100 top teams battling for Euro glory.

50 stage individual challenge - how far can you go?

24 of the World's best international sides settling scores after USA '94.

15 Euro league and cup challenges.

Only ONE winner!

It scored 96% in CVG - you know it's kickin'!

MEGA DRIVE

SUPER NINTENDO ENTERTAINMENT SYSTEM

SCORE!!

ANCO

VIC TOKAI

Published by Vic Tokai Europe Ltd. Tokai House, 9 Duncan Close, Moulton Park, Northampton NN3 6WL Tel: 0604 671415 Fax: 0604 670864

Screen Shots are illustrative of gameplay and may vary from format to format

'MEGA DRIVE' is a trademark of Sega Enterprises Ltd

'SUPER NINTENDO ENTERTAINMENT SYSTEM' is a trademark of Nintendo

INDEPENDENT SUPER NINTENDO MAGAZINE

Super Play

NOvember 1994 Issue 26

Editorial & Advertising Offices:
Super Play, Future Publishing Ltd,
30 Monmouth Street, Bath BA1 2BW.
Tel: (01225) 442244 Fax: (01225) 446019

ROASTED CHESTNUTS
Editor: James Leach
Art Editor: Ollie Alderton
Production Editor: Debs Cook
News Editor: Zy Nicholson
Writer: Tony Mott
Designer: Wil Overton

LOG FIRES
Advertising Manager: Dominic Beaven
Senior Sales Executive: Jane Geddes
Group Advertising Manager:
Mary De Sausmarez
Account Manager:
Guy Bartlett
Advertising Production:
Tracy O'Donnell
Advertising Design: Claire Russell

STRONG WINDS
Publisher: Jim Douglas
Circulation Manager: Jon Bickley
Managing Director: Greg Ingham

SQUALLY SHOWERS
Editorial
Allan Brett
Helen McCarthy
Dan Jevons
Dave Golder
Jonathan Nash

Cover Artwork
Wil Overton
Artwork
Wil Overton

Photography
Rob Scott

Lino & Scanning
Simon Chittenden
Mark Gover
Nick Harvey
Brian Hook
Jon Moore
Chris Stocker
Simon Windsor

Super Play's subscription rate is £29.95 in the UK, £49.95 in Europe and £57.95 elsewhere.

SUBSCRIPTIONS (See page 61)
All subscription enquiries to: Future Publishing Ltd, Cary Court, Somerton, Somerset TA11 6TB. Tel: (01225) 822511

Next issue on sale: Thursday, 1 December 1994

Super Play comes from the same office as *Ultimate Future Games*, above *GamesMaster*, and close to *Amiga Power*, *Total!*, *CD-ROM Today*, *Sega Power*, *Amiga Format*, *PC Format*, *ST Format*, *Edge*, *PC Gamer* and *.net*.

Super Play is an independent publication and the views expressed within are not necessarily those of Nintendo or their agents. 'Nintendo' and 'Super NES' are trademarks of Nintendo Co Ltd. All rights reserved, with organic shampoo.

Compo: Which film is this quote from?
'Santa Claus? 'Fraid not. I'm just a poor schmoe who got lucky. And sue me if I want to give something back.'
Win a cart – send a card to Panel Compo.

Call *Super Play* on Thursdays only, between 2pm and 6pm. NEVER call for gaming advice! Phone the Nintendo Hotline (01703) 652222.

Printed in the UK by Cradley Print Ltd, Warley, West Midlands.
All material © Future Publishing 1994

Future PUBLISHING

SUPER PLAY EDITORIAL

FROM THE BIG CHAIR

Our full contents listing starts just over the page

***Final Fantasy III*, eh? What a game. This is exactly why we've all been campaigning with Nintendo for more RPGs. And they've been listening to us, as well. It appears that there'll soon be a trickle of RPGs being released over here, which will turn into a flood, and we'll all be happy. Until then, if you haven't sent us a postcard to pass on to Nintendo, please do it, and make sure that we all get the games we want and deserve.**

Syndicate and *Vortex* both make it into this issue. Each is a great game, and each can be said to push the world of SNES games in a new direction. This is very welcome indeed, because there are only so many platform games we can stand before the Earth's crust gives way and we plummet towards the molten core.

This ridiculous metaphor brings me neatly to *Micro Machines*. Plug it into your SNES and you'd be forgiven for thinking you'd got an NES converter slotted in there as well. Simple, bright graphics, nothing to tax the SNES's processor in terms of speed or complexity, and a load of silly character with waving arms is what it looks like. In fact, that's exactly what it is. But it's just so playable. It's the triumph of a great idea, and the belief that people want to be engrossed, not just entertained by a game.

That's about it for this month. Hope you like the double-sided year planner on the cover. We've got ours in the office and it looks right smart. Anyway, enjoy this issue of *Super Play*. And before you write in and tell me, I know there are loads of adverts in it. We've still crammed in all the reviews and news we can, and, seeing as next month is the Christmas issue, it'll swell massively. Until then, happy SNESing!

James Leach

James Leach, Editor

INDEPENDENT SUPER NINTENDO MAGAZINE
SUPER PLAY

CONT

REGULARS

SUPER EXPRESS 8

We carve open the Super Nintendo world and expose the tender, succulent little morsels of information inside to a gobbet-hungry population.

GAMEFREAK 62

This month's gaming answers were written on board a submarine in the Indian Ocean by once-famous 'psychic' Uri Geller. Proof, if proof were necessary, of supernatural forces.

MODE 7 68

Cheats, codes, tips and hints are Allan Brett's business. But he sidelines in selling American military secrets to the former Soviet bloc, too. It pays the rent.

SUPERMARKET 72

Hey, wouldn't it be good if we sold or swapped our favourite foods as well as SNES-related products? It'd be like having a giant picnic all over the world...

PLAY BACK 74

Our cracking letters page. Described (inaccurately) in the Domesday Book as 'un petit village qui dormé dans la belle campagne de Lincolnshire.'

WHAT CART? 78

Something's happened to What Cart? this month. Something good, yet so weird that it's been keeping us awake. Basically, it's got even better. Amazing, eh?

BACK ISSUES 87

Find historic copies of *Super Play* here. Many are signed by Chaucer, Shakespeare, Dickens and anyone else whose signature we can forge to make some extra dosh.

IRRESPONSIBLE PICTURES 84

Our anime section reviews all the latest films. And we guarantee it's the one place where you won't find an interview with Quentin Tarantino or Frank Skinner.

DECEMBER 1994 ISSUE 26

ABC: 37,442*
*Super Play's circulation – measured by the Audit Bureau of Circulation

IRRESPONSIBLE PICTURES ...84

New to the anime phenomenon that's sweeping the nation? Or an old hand at watching Japanese animation? Giving you the news, and all the latest reviews, is our occupation, and boy is it a sensation. Hmm. Quite a good little rhyme going this.

UK & IMPORT GAME REVIEWS

UK & IMPORT GAME REVIEWS index

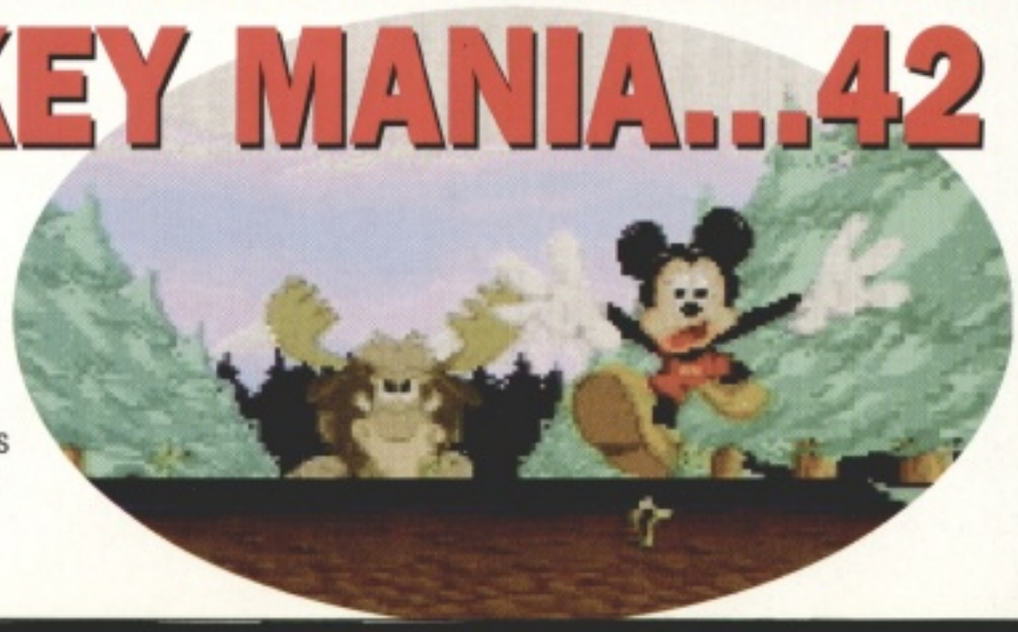
ANIMANIACS 46
FINAL FANTASY III 32
FULL THROTTLE 44
ILLUSION OF GAIA 40
MADDEN NFL '95 59
LEMMINGS 2 47
MICKEY MANIA 42
MICRO MACHINES 49
NBA LIVE '95 56
PAC-IN-TIME 50
SUPER DROPZONE 54
SYNDICATE 28
TROY AIKMAN NFL FOOTBALL 59
VORTEX 36

EXCLUSIVE REVIEW

SYNDICATE...28

Well, it's here. The game Peter Molyneux of Bullfrog described as 'really rather excellent.' We tell you everything you need to know about it in our review.

MICKEY MANIA...42



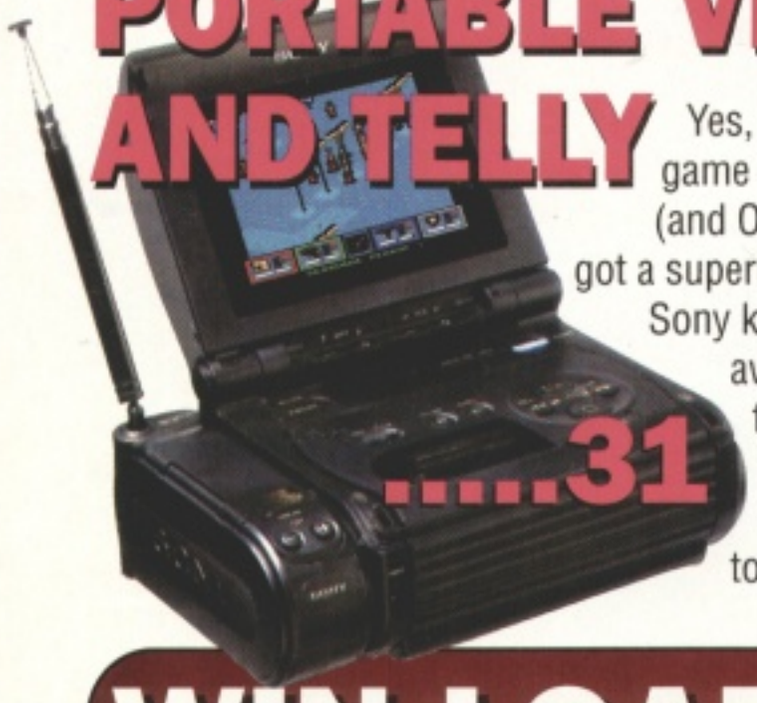
You'd expect a decent level of animation with *Mickey Mania*, wouldn't you? But do you think that there'll be a load of gameplay to go with it? Well you'll find out just as soon as you read our top review. So do it now!

ENTS

A Bee Team Production

ISSUE 26
DECEMBER 1994

WIN A £1,000 PLUS PORTABLE VIDEO AND TELLY



Yes, thanks to the game *Syndicate* (and Ocean), we've got a superlative piece of Sony kit to give away. Get your thinking caps on (as teachers used to say).

.....31

WIN LOADS OF ANIME

Fancy getting yourself some top new anime? Of course you do. Well don't muck around. Get yourself to page 13 and have a look at what you could win!

.....13

FINAL FANTASY III

.....32

RPGs are flying at us thick and fast currently. Find out why we think this could be the best one ever. And discover exactly what that Chocobo bird is really up to.

VORTEX...36

The Super FX chip is back! And it's in another game by Argonaut, the team responsible for *Starwing!* Catch up with the morphing robot in the big review.

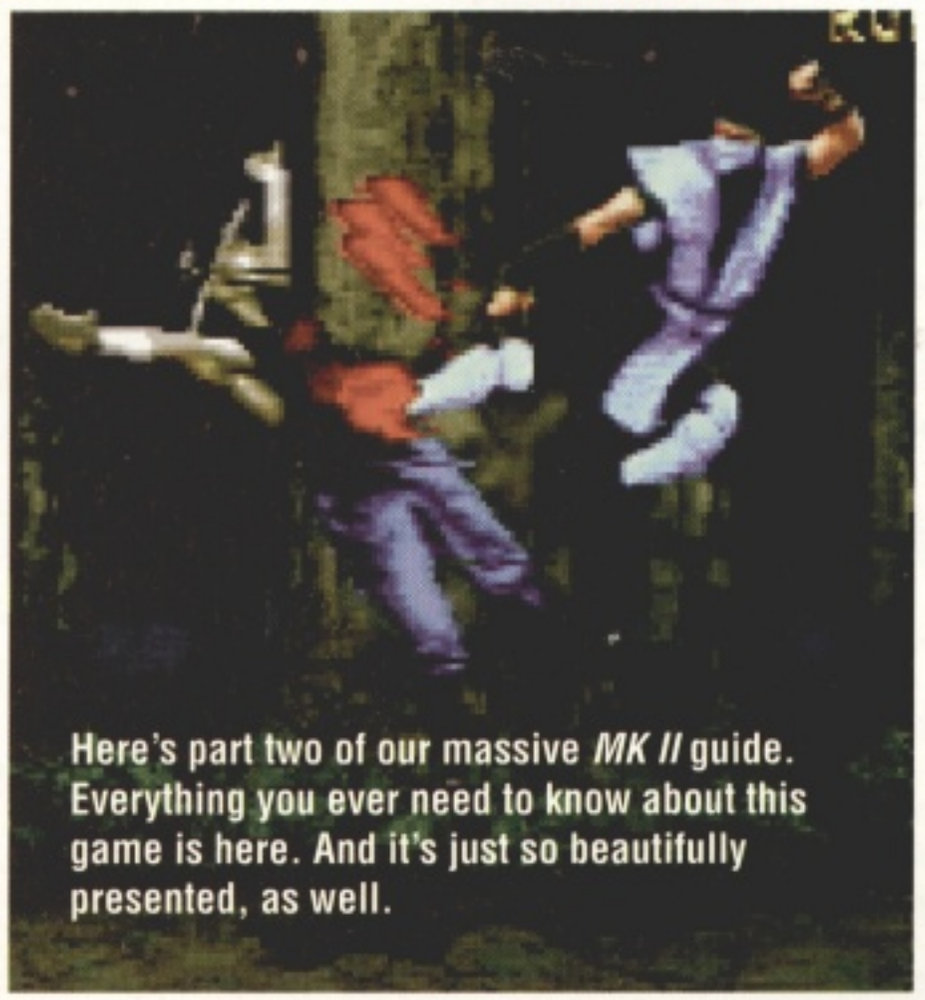
ILLUSION OF GAIA 40

We're in RPG heaven this month. This is another one we've been waiting for and boy, you should see the review. Well, what are you waiting for?

MORTAL KOMBAT

Super Player's Guide

64.....



Here's part two of our massive *MK II* guide. Everything you ever need to know about this game is here. And it's just so beautifully presented, as well.

SUPER

NEWS NETWORK SUPER NINTENDO NEWS NETWORK SUPER NINTENDO N

This month in the world of SNES, *Donkey Kong* scores a UK first; *Castlevania V* is promised and Nintendo's 64-bit gaming project becomes a reality.

KILLER COMBOS!

***Killer Instinct*, the Williams coin-op which Nintendo hopes will sell its Ultra 64 superconsole, is nearing completion by UK developers Rare. First impressions confirm that it's going to be an arcade sensation.**

The game draws heavily on *Street Fighter II* for its inspiration, in both its button combinations for special moves and its combo-based action. However, the button configuration is not split between punches and kicks but between high and low attacks, intimating that crouching doesn't play as much of a role. A high or low attack comes in three grades of quick, medium and fierce.

Rare claims that combos of up to 32 hits are possible, which makes us somewhat sceptical of their understanding of the term 'combo'. Anybody who's spent hours of practice trying to get a five-hit combo to connect smoothly in *Street Fighter II* will probably have their own doubts about the potential 'tagability' of 32 of the gits, and even Capcom's programmers didn't know at the time of inception the 'maximum' number of unblockable strikes within the system. In actuality, Rare's statement just refers to the fact that certain special moves have multiple hits within them. Just as well, really – how dull would it be, not being able to block for 32 consecutive attacks?

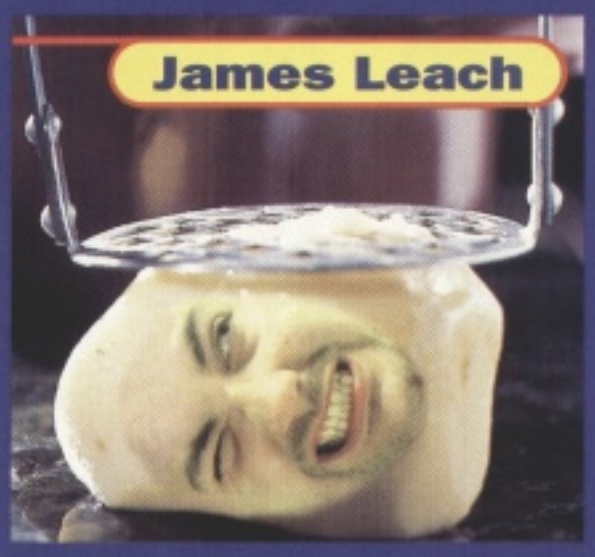
Currently 150 mbits, the home version will weigh in at around 170-192.

Our own experience of the pre-production version was that it wasn't as immediately accessible as *Street Fighter II* or *Mortal Kombat II*, partly because of the animation-heavy moves to which your character could be committed. A spokesman suggested that fatalities could also appear on the final arcade machine, although at present we believe there will simply be a range of death animations for each character.

Every warrior will have their own -appropriate stage: the backdrops finished so far feature some stunning details, including bits that are 'interactive' during a bout. Rather than scrolling, the view pans out when the characters move far apart, zooming in again when they draw near: it's an effect you'll have seen on *Virtua Fighter* and

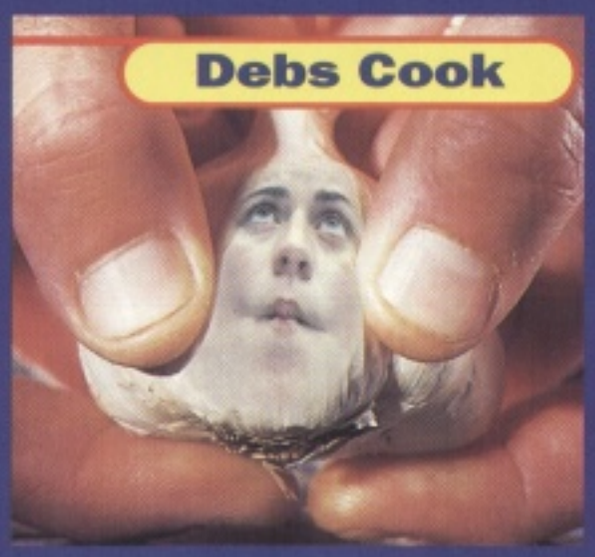
SUPER PLAY PROFILES

This month we're all in a bit of a stew. Apparently.



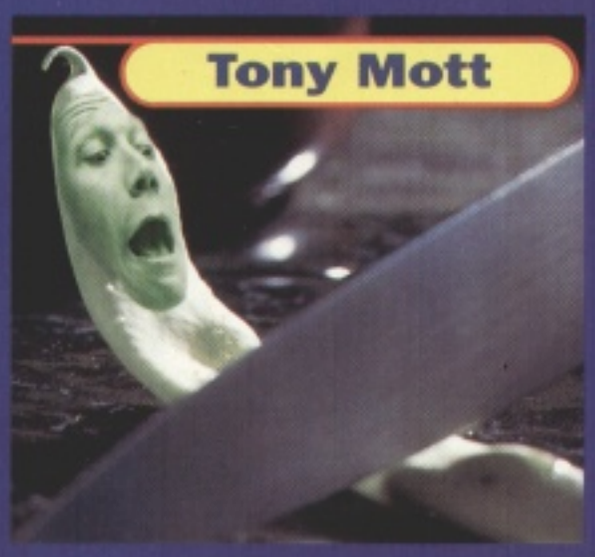
James Leach

In this stew I'm being the:
Potato. Er, because I'm important.
However, my favourite veg is actually:
The pear. (*That's fruit, you fool. – Debs.*)
My favourite all-time food is:
A tiny sprig of parsley, placed lovingly on top of a sodding great curry.



Debs Cook

In this stew I'm being the:
Garlic. To add spice to the vegetables.
However, my favourite veg is actually:
The cauliflower. King of the root-crops.
My favourite all-time food is:
Nuts and berries, scavenged during an orienteering course in Wales.



Tony Mott

In this stew I'm being the:
Runner bean. 'Cos I'm supposedly tall.
However, my favourite veg is actually:
The runner bean, surprisingly.
My favourite all-time food is:
Well I like cheese and I like peas, so my favourite scran is cheesy-peas.

THE CAST OF KILLERS

TJ Combo
An M Bison boxer type, whose special Roller Coaster move combines a roll and a punch.

Riptor
Or Raptor, if you will – this renegade from *Jurassic Park* possesses some vicious tooth and tail attacks.

B Orchid
Another token female character? Sigh. Let's hope she's actually quite good with her twin swords.

Jago
A Ninja in appearance, Jago has plenty of martial arts moves but occasionally he actually remembers to use the large sword on his back.

Glacius
A humanoid ice-creature, capable of morphing like the T2000 and melting into a puddle of slush. Like Neo-Geegus, only good.

Werewolf
Half man, half beast, this character would appear to be *Killer Instinct's* answer to Blanka.

Meltdown
Like Glacius, this burning Human Torch can morph his fiery bits to avoid or attack. One of his special moves allows him to become transparent too, so he's practically three quarters of the Fantastic Four.

Chief Thunder
Wielding two tomahawks, Thunder's characteristic move is flaming feathered headdress attack called the Sammamish. The name comes from a lake near Nintendo's US headquarters, and refers to a Pacific North-West Native American tribe.

Spinal
Shades of *Jason & The Argonauts!* This skeletal warrior has a shield for defence and a cutlass for attack, although the regrettable headscarf belies his supernatural powers.

Fulgore
This futuristic warrior relies on his powerful armoured suit to strengthen his attacks. It also has the ability to deflect projectiles back at the caster.

?
An 11th character has been mentioned – a mystery boss, perhaps? We're willing to wager good money on the existence of a cheat that allows you to play him/her/it.

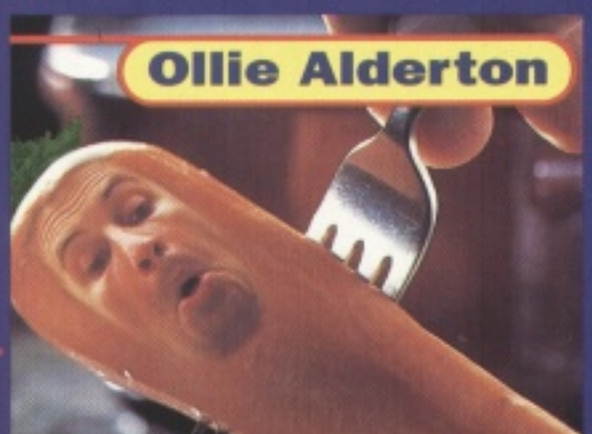
just about every 3DO fighting game at the moment, but in *Killer Instinct* it's achieved far more realistically than *VF's* 'checkerboard-in-space'. On one version we saw it was possible to keep both characters walking away from each other until the view had scaled out so much that they were miles apart and appeared tiny! This freedom will probably be limited in the final game, however.

What we can confirm, though, is that the game will have some stunning aural delights. If you were disappointed by *Super Street Fighter II's* weedy slaps and punches then wait until you hear the bone-crunching, thew-cracking, nose-breaking sound effects that aptly convey the no-holds-barred aggression of the special moves.

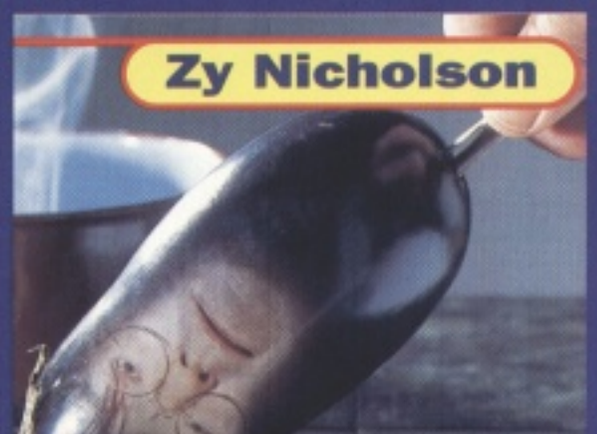
All in all, *Killer Instinct* is shaping up in a fairly impressive manner. Turn to our Super Express Feature on page 14 for more news on the Ultra 64.

Special moves will have three times as many frames of animation as *SFII*.

Glacius uppercuts Meltdown after morphing a nice long pleated skirt for himself. He's nothing if not dignifed.



In this stew I'm being the:
Carrot. I haven't a clue why.
However, my favourite veg is actually:
Beefburgers and mustard.
My favourite all-time food is:
Going to a gig and pogo-ing madly. Oh dear. I've got this wrong, haven't I?



In this stew I'm being the:
Aubergine. As seen in ratatouille.
However, my favourite veg is actually:
The humble Bolivian cactus.
My favourite all-time food is:
Lentils, soaked in Dr Pepper's patent digestive and taken before mealtimes.

In this stew I'm being the:
Red pepper. Like that pop band.
However, my favourite veg is actually:
A spicy Japanese delicacy called, er...
My favourite all-time food is:
Sushi, noodles, shuriken, er, and big mobile suits with guns and that. Sorry.

SUPER PLAY'S HOT LIST

In which we reveal what has been whetting our whistles of late...

JAMES

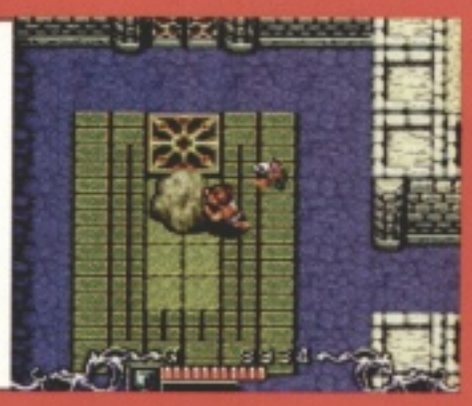
Sparkster is a great game. I've been playing it. That's all I have to say. Oh, and also to state that the American politician with the stupidest name was Millard Fillmore, 13th President of the USA. Apparently, on the slavery question, he was an advocate of 'compromise'. What a muppet.

ZY

I returned too late for a second opinion on *Vortex*, but now I've played the finished version I must admit I'm none too impressed. It reminded me of *Driller* and its clones on the ST, but without the sophisticated puzzles. Sorry, but as a shoot-'em-up it's not a patch on *Starfox* and I wouldn't buy it.

TONY

Brain Lord is the game I'm playing this month. It reminds me of *Soulblazer* in much the same way that my hair reminds people of John Travolta's in *Pulp Fiction*. It's also a great game to play (unlike my hair, which isn't a game to play, er, because it's not a game).



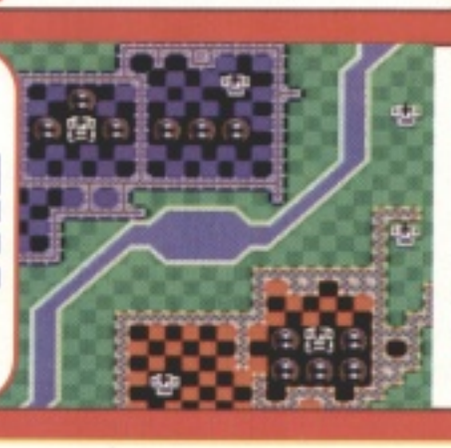
OLLIE

It's got to be *The Adventures of Batman and Robin*. Joker! Catwoman! Penguin! It's got the lot. And being a bit of a batophile, I do like a touch of the Dark Knight occasionally. In fact, I've even renamed my house. So now I live at Arkham Asylum, 23 The Grove, Bath. I don't get any post, though.

DEBS

Gosh, I've really been rushed off my feet this month, but luckily I managed to grab a little time to relax with *Pac-Attack*. Well, a couple of seconds actually. It was hardly enough time to plug it in, really. But it's important to have those few fragile minutes to yourself, don't you think?

WIL



In between colouring in the cover and laying out pages for the mag, I've been having a go at the classic *Rampart*. It successfully marries such diverse elements as medieval warfare with a very modern strategic overview of modern combat. Some would say post-modern. But I wouldn't.

INTERNATIONAL SUPERSTAR SOCCER

Konami

Named *Perfect Eleven* in Japan, this is a football game brave enough to appear when most are being shoved back onto shelves. It features an angled side-view of the action, and as well as playing a massive number of cup, tournament and exhibition matches, you can also play through the training scenarios which should give you the skill to take on the best in the world and hammer them into the ground on aggregate, Newcastle United-style.

There are 26 countries (and thus 26 teams), and you can play an open game, and the International Soccer league. There's also the big tournament (featuring 24 of the teams, in groups of six). The best two teams face each other in the final, something like a real tournament which occurs every four years.

You can also play the World Series, in which you take on every other team in the League twice, and accrue points for wins and draws. To be any good, you'll need to have a go at the four-level training mode: the idea is to pass and dribble accurately enough to collect flags.

There are nine scenarios to play as well. These place you in charge of various teams at various stages of a match, with certain tasks facing you. For example, you could be Brazil, three-nil down against USA, with your star player sent off and two minutes left on the clock. Or you could be Saudi Arabia, trying to hold on to a one-all draw with five minutes left.

There's a veritable surfeit of animation, happily married to an impressive attention to detail. For example, 'injured' players roll around in Klinsmann-like agony, and goal-scorers rush about like Roger Milla, doing silly dances, performing handstands, opening supermarkets, that sort of thing.

Passing appears to be the key to this particular footy game. It's practically impossible to get the ball and take on the world (like you can in *Sensible Soccer*), unless you're Italy playing the Faeroes or Wales or someone like that.

And it's all pretty intuitively controlled, from what we've seen. Headers, volleys, sliding and charging tackles, and even specialised moves, like Pelé's heel-flick.

Also, there's a very sophisticated strategy system, and you have the ability to control your team to an almost Dalgliesh-like extent. By pressing the shoulder buttons during play you can select five different strategies, including all-out attack, defence, setting up the offside trap and closing down the game to waste time in the last few seconds.

Fouls, red and yellow cards, off-side and certain rulings can be toggled on and off, and there are even three refs to choose from at the start of the match. You can select a strict one, a fair one or a lenient softie.

We'll be reviewing *International Super Soccer* next month, so get yer kit on.

ARCHIVE BOOTAGE

The huge, pulsating evergrowing What Cart? that sat at the back of the mag has undergone a bit of a redesign this issue – and let's face it, it was looking a bit lardy in the page-count department. So these are the last ever results of the surprisingly popular What Screenshot? competition. Fear not, we'll be devising another fiendish compy to calibrate your wasted youth very soon.

The winners, then? Issue 23's prize was seized by Owen Burgoyne of Callington, Cornwall. The formidable Simon Owen of Widnes, Cheshire then grasped S P24's compo firmly by the ankles. Finally, a powerful Chinese Burn and a knowledge of Q*Bert's wallpaper allowed Chris Green of Burghfield Common, Reading to claim his Super Play goodie bag for successfully naming all of issue 25's mystery screenshots. Not bad, people.

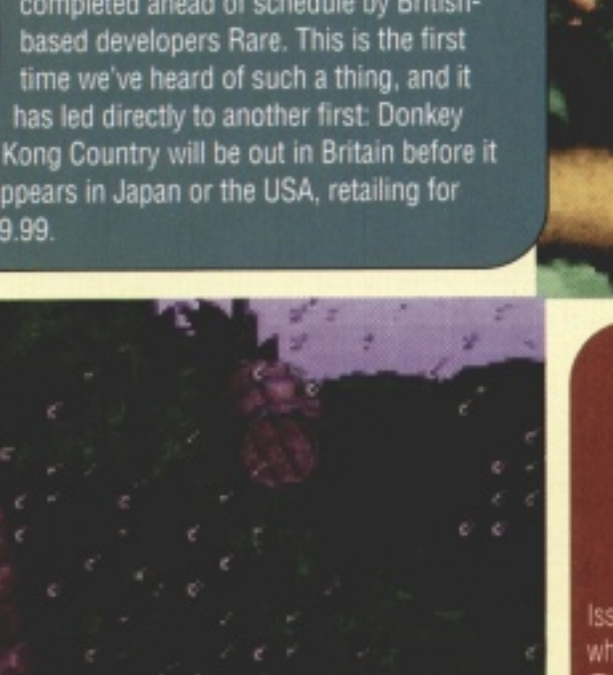
DONKEY KONG COUNTRY

Feast your eyes on more from the 32-meg extravaganza that some are already calling 'the best SNES game ever'. At Super Play, of course, we treat such overblown claims with the suspicion and, dammit, cynicism that they deserve. Oh yes.

But don't be despondent. Look at some of the levels here. The game keeps up the quality which is apparent when you first start playing. In fact, there's no denying it; Donkey Kong Country really is gasp-worthy in many respects. The underground levels are lit superbly, and the smoothness must really be seen to be believed.

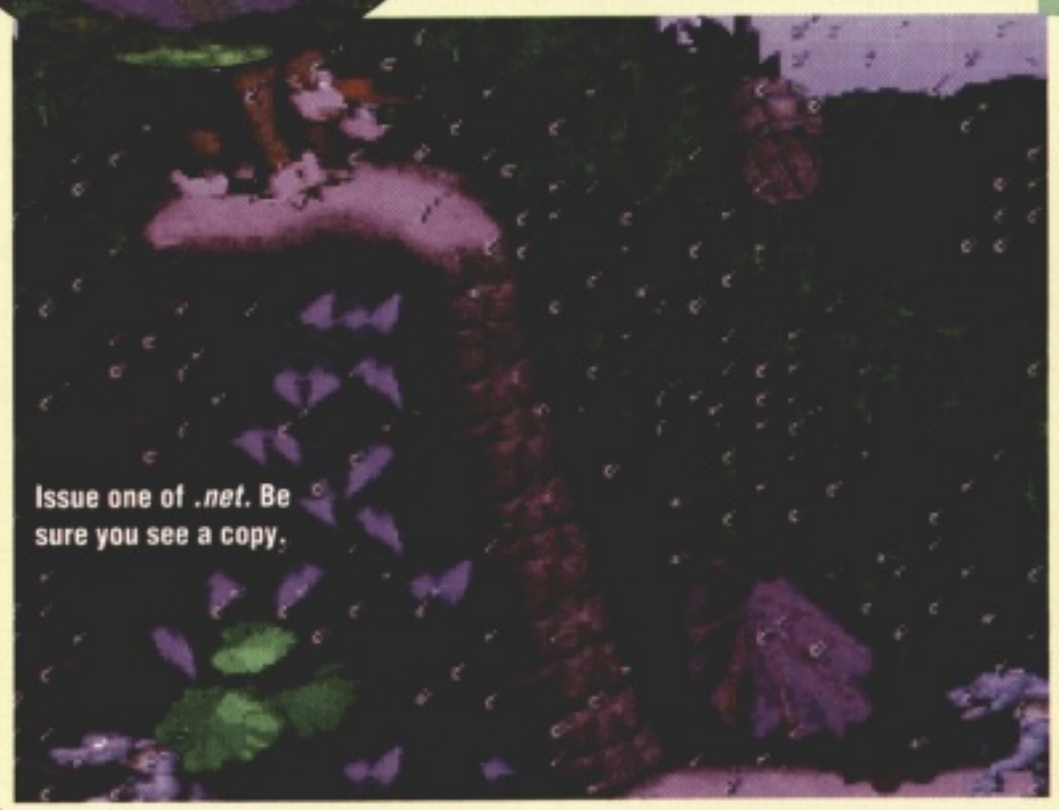
Playability? At this stage we're more than happy to settle down in front of the monitor and give it several fun-filled hours. Obviously, you'll have to wait for the full Super Play lowdown, but in the meantime have a look at the wealth of piccies we're providing, and curb your impatience. There will, of course, be a review in the next issue.

Issue one of .net. Be sure you see a copy.
Issue one of .net. Be sure you see a copy.
Issue one of .net. Be sure you see a copy.
Flights
Whoa, Dudes!
Issue one of .net. Be sure you see a copy.



WE GET DONKEY KONG COUNTRY FIRST!

You won't have to wait too long, either, as the new street-date for DKC's official UK release is Friday 18 November. The 32-meg game was actually completed ahead of schedule by British-based developers Rare. This is the first time we've heard of such a thing, and it has led directly to another first: Donkey Kong Country will be out in Britain before it appears in Japan or the USA, retailing for £59.99.



COMPETITION WINNERS

Issue 24's little panel compo asked you where this quote comes from;
'This is the masterplan... Nicholas bends down to see what it is, and you smash his brains out with this.'
The answer is the *Comic Strip Presents... Mr Jolly Lives Next Door*.

Not many people knew, so in ascending order of winningness, Gregory Frensham of Leytonstone, A Chilvers of Leeds, The Machine 16, er, Crew of Exeter, Steve Donoghue of Chingford, Tony Hutton of Hornchurch, Ross Kearsey of Evesham and Giulio Ricci of London SW19. All these people won nothing. But Andy Friar of Kingston-upon-Thames wins *Super Bomberman* for being the first and chosen one. Congratulations.

By the way, almost all of you said it was the finest thing on TV ever, and you were right. Let's raise our glasses of Mr Lovebucket's Incredibly Sparkling Tonic Water to it... (boom!).

The Debs Cook Irish middle name compo was won by nobody because a) there is no letter K in Gaelic and b) it was Kareen, which was made up by her nan who happens to be Irish. Sorry about that.

ACTION REPLAY MK 2

THE ULTIMATE GAME BUSTING CARTRIDGE

Just imagine, infinite lives, unlimited energy, special effects, extra fuel/ammo-play on any level. Become invincible with the Action Replay MK 2 Cartridge.

FOR THE **SUPER NES™**

£49.99 INC. P&P

WITH FREE TERMINAL!

NEW **MEGA CHEAT INPUT SCREEN**

Now you can input up to 100 different cheats on any game at one time. This new feature allows you to customise your games with as many cheats as you like - all at once. Imagine - infinite lives, unlimited energy, special moves, super high jumps, double speed, unlimited weapons, infinite re-tries, custom colours, special magic etc. etc. - all at once? Well now you can with the new Mega Cheat System.

NEW **BUILT-IN CHEATS**

Action Replay now has a huge list of cheats already built-in. No need to even type in the codes! Thousands of built-in codes for all the latest games.

NEW **'DEAD CODE' GENERATOR**

"Dead Codes" are super cheats which effectively enable you to re-write whole sections of the game giving total control. No other product features "DEAD CODES".

NEW **ADVANCED CHEATFINDER**

Action Replay has always allowed you to input not only the thousands of cheats found in the cheatbook supplied or from the huge number of cheats published in magazines each month or from the thousands of built-in codes - but the feature that has always put Action Replay ahead of any other cheat system is its unique game trainer (cheatfinder) feature. Now the game trainer is even better with improved game cracking routines plus new menu systems which make cracking open your games now even easier.

NEW **NEW SLO MO FEATURE**

With this unique feature you have total control of the speed of the whole game. You choose from about 10% to full speed very effective with most games!

NEW **UNIVERSAL ADAPTOR FEATURE**

This unique adaptor feature which allows you to play even import titles has also been improved. Now you can even play so called "NTSC only" games from the US and Japan.

NEW **UNIVERSAL CHEAT SYSTEM**

Only with Action Replay can you use the same cheat on UK, US, and Japanese versions of most games. So if you see a cheat in the Manual or a Magazine you can use it with even an imported version of that game. No other cheat system can do this!

NO NEED TO WAIT

So remember because Action Replay has both a **Universal Adaptor** and a **Universal Cheat System** you can buy the latest releases, even as import and crack them wide open NOW!!

FREE
ACTION LINE MEMBERSHIP & KEY PAD ACCESS TERMINAL!

Each Action Replay is supplied with a code book crammed with thousands of cheats for practically all imaginable games. In addition Action Replayers can phone any of our regular cheat line numbers found on the back of the manual for even more codes. Then of course there are the hundreds of codes published each month in all the major magazines. But for the absolute cheat freak this is still not enough...so we have introduced the most exciting way yet to get hold of the very latest cheats- *The Gamebuster Action line.*

Buy an ACTION REPLAY directly from DATEL and receive FREE subscription to the NEW ACTION LINE INTERACTIVE CHEAT DATABASE. For a limited period you will also receive a FREE KEY PAD ACCESS TERMINAL (normally £9.99).

ACTION REPLAY HELP LINE

INFORMATION AND NEW CODES

0782 745990

line open 9.00am-5.30pm Mon-Fri.
9.30am-1.30pm Sat.

ACTION LINE

Gamebuster Action line is a totally new interactive on-line database offering only the very latest cheats for the newest major releases. These are codes that haven't yet been published in our cheat books or magazines and our regular cheat line numbers.

Action line is a totally automatic system made up of a network of powerful PC's linked to special Gamebuster telephone numbers.

Connection to the system is made with the GAMEBUSTER KEY PAD and once on-line you can explore the entire network via key pad controls. Pick up the very latest cheats, enter competitions, record your own cheats and request updated code books. Leave voice mail messages and even orders goods.

PROGRAMMABLE UNIVERSAL ADAPTER

Designed and Manufactured by DATEL ELECTRONICS

TOTAL CARTRIDGE COMPATABILITY IS HERE.

You can play the latest import titles now with the new programmable Universal Adaptor.
Any import game - any Super NES™ - almost any combination allowed.
If you wish to play U.S. and Japanese cartridges on your U.K. Super NES™ or play U.K. games
on your import Super NES™ then this is the total solution.
Fully intelligent design automatically matches your console to any cartridge type.
Unique programmable design allows you to enter special "Access Codes" for future import games as they are released - probably the only adaptor you'll ever need.
Works with even so called "PAL only" and "NTSC only" games. The new programmable Universal Adaptor will play the games when all other Adaptors fail!!

* IMPORTANT
ACTION REPLAY IS NOT DESIGNED, MANUFACTURED, DISTRIBUTED OR ENDORSED BY NINTENDO OF AMERICA INC.

£24.99

Pro UNIVERSAL ADAPTER

Designed and Manufactured by DATEL ELECTRONICS

YOU CAN NOW PLAY US & JAPANESE GAMES ON YOUR SUPER NES™

The Universal Adaptor feature of Action Replay 2 is available separately!
With the NEW Universal Adaptor you can now choose from the huge range of US & Japanese software and play it on your UK SUPER NES Console...even so called "NTSC only" games from the US!!!

£14.99

HOW TO ORDER

24 HOUR MAIL ORDER HOTLINE
0782 744707

Send Cheques, Postal Orders or credit card details to:-
DATEL ELECTRONICS LTD.
GOVAN ROAD,
FENTON INDUSTRIAL ESTATE,
FENTON, STOKE-ON-TRENT,
ST4 2RS, ENGLAND.

DATEL ELECTRONICS

CALLERS WELCOME

NINTENDO & SUPER NES™ ARE TRADEMARKS OF NINTENDO INC.

WIN! WIN! WIN!

PIONEER COMPETITION

Yes it's true! Five lucky winners will be getting their hands on a copy of *Tenchi Muyo* (episodes 1 and 2), *Moldiver* (episodes 1 and 2), a copy of *Anime! A Beginner's Guide to Japanese Animation* (written by our very own Helen McCarthy) as well as an exclusive *Tenchi Muyo* T-shirt.

Tenchi Muyo is the story of a Japanese high-school student who accidentally unleashes a demon while he's on holiday. The demon turns out to be the beautiful Ryoko, and Tenchi joins forces with her against those who would re-imprison her.

Tenchi Muyo is translated as 'No need for Tenchi' or 'Good-for-nothing Tenchi', and is only one of two anime series to be commissioned for the ever-so-picky Japanese TV market. That's a testament to its quality.

Moldiver is all about an American-style superhero, battling on the side of good in 21st century Tokyo. Created by Hiroshi Ozora, the Moldiver is actually the name of a power-suit with which he intends to battle the evil forces which roam about the city, dropping litter and ignoring traffic lights.

Hiroshi's sister, Mirai is fascinated by his suit, and adapts it to be more feminine, so she can use it as well. But things get a little more tense when the brother-and-sister team come up against Dr Machinegal, a mad scientist who collects machinery. Machinegal's secretary, Isabel (who is, of course, beautiful, irresistible, and has a dimple) controls an army of android girls who will be the big test of Hiroshi's Moldiver suit. For full reviews of these films, see Irresponsible Pictures on page 84.

Left: Tenchi Muyo means 'No need for Tenchi.'

Left: Tenchi learns not to muck around with demons and suchlike.

Above: Moldiver means, er Moldiver. It's actually the name of the suit.

Thanks to Pioneer LDCE, the latest name in anime videos in this country, this entire package will be arriving at the domiciles of five ecstatic *Super Play* readers. And to be one of them, all you have to do is answer the following questions;

1. What's the name of the demon in *Tenchi Muyo?*
2. What's Dr Machinegal's secretary called?
3. What's Hiroshi's sister called?

Write the three answers on a postcard and send it to the Pioneer Competition, *Super Play*, 29 Monmouth St, Bath, Avon BA1 2DL with your full name and address, of course. The entries must reach us by 10 December (so you'll receive your bumper Pioneer pack in time for the Xmas festivities).

Above right: Today it's hug-a-spaceman day. Well, in Japan anyway.

SUPER QUIZ QUESTIONS

The Super Quiz was to be presented by Boris Yeltsin this month. He turned up in a rusty T-reg Ford Transit, but one of his aides emerged and told us the Russian Premier was 'too tired' to come out and write the questions.

We waited for couple of hours, but there was no sign of the bear-like statesman apart from some muffled singing and the sounds of clinking and splashing. So we had to settle for Vaclav Havel, the Czech President instead. And we'd like to thank him for doing such a great job at very short notice. So here are his questions;

EASY

1. How many megs is *Earthworm Jim?*
2. Who is the President of Nintendo Japan?
3. Who's editing *.net*, the Future Publishing Internet magazine?

MEDIUM

1. Why is *Super PC Kid* so-called?
2. Which game features Nina, Bo and Karn?
3. What was the first Estopolis game called?

HARD

1. How do you do Shang Tsung's Babality?
2. What was *Holy Sword Legend* called in the US?
3. And what machine was it on?

'Hi. Vaclav Havel here. Hope you like my questions. I'd like to point out that Czechoslovakia is a beautiful country, populated by warm and friendly people. It's also cheap, and the weather is often fine. Please feel free to drop in. More details can be obtained from your travel agent. See ya soon. PS We're thinking of having the entire country carpeted next year. So you won't even need shoes!'

NINTENDO & SUPER NES™ ARE TRADEMARKS OF NINTENDO INC.

WE ARE THE FUTURE

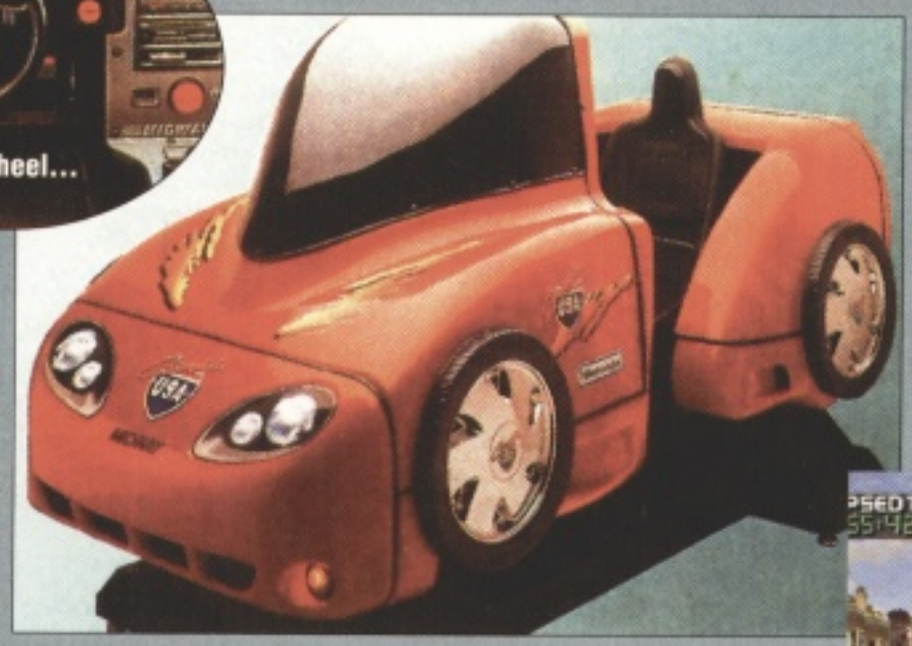
Snippets of information on the Ultra 64 continue to bubble through: here's a round-up of the latest news on the next wave of videogaming.

We may not like the name, and we admit we've been sceptical in the past, but the Ultra 64 continues to make its presence felt long before it has even been born. Its release date is tentatively pencilled in for Autumn of next year.

American based developer ID Software has confirmed its status as a game designer for Nintendo's Ultra. Famous for its violent and adrenaline-charged first-person perspective PC shoot-'em-ups like *Wolfenstein* and *Doom*, ID has said that it will help to produce an advanced version of *Doom* for the Ultra 64. The actual development will be by Williams Entertainment, with creative support offered by ID. This game will probably mix elements of *Doom* and *Doom II*, as well as some special levels and new enemies created especially for the 64-bit console. 'We have given Williams immediate access to access to Nintendo Ultra 64 game development information so that the new *Doom* game will be available to game players – and especially *Doom* fans – when our new 64 bit system is launched,' said Howard Lincoln, chairman of Nintendo of America. It seems old Howie knows a lucrative game when he sees one. Ultra *Doom* should appear in autumn '95, coinciding with the release of the console itself.

At the wheel...

Another piece of news causing some controversy is that *Mortal Kombat III* will appear on the Sony Playstation but not the Ultra 64. Whilst the conversion of MKII spilt its fetid entrails into homes all over the world last month, a new Kombat coin-op was in development for arcade release in April '95. Because of the Ultra 64 deal between Nintendo and Williams/Midway, it was assumed that a unique 64-bit conversion of MKIII would be a dead cert. But no! Nothing is certain in the video games industry, and it seems that the coin-op will utilise Midway's new 32-bit PS-X arcade hardware – hence the easy conversion. At this particular point the software doesn't seem to be licensed exclusively to Sony, however, so we can guess that NoA is currently pulling out all the stops to reverse the decision.



... of the *Cruis'n USA* coin-op! Upright cabinets and networked 2- or 4-player machines have also been designed for larger entertainment complexes.

Not to worry: a SNES version of *Mortal Kombat III* is definitely planned for another Mortal Release Day in September '95, so we won't miss out regardless of what transpires.

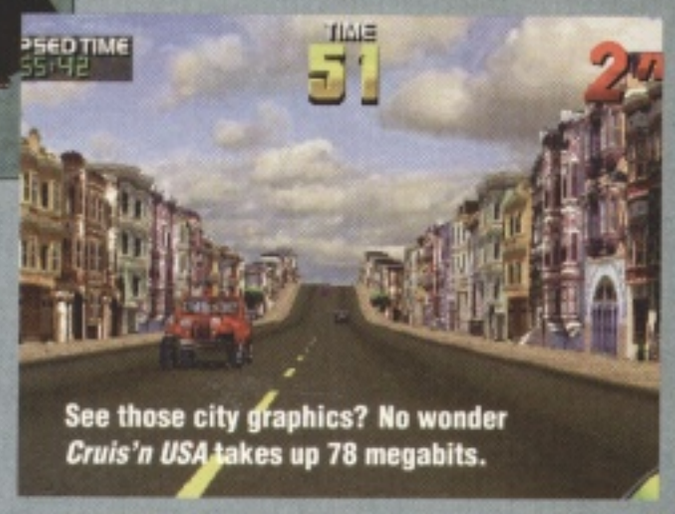
As it appears to rely on the same digitised graphics and fatalities as its predecessors, we at *Super Play* wonder if *MKIII* shouldn't come in for the sort of ribbing that's so far been reserved for *Super Street Fighter II*-and not-'X'-no-not-Turbo-not-me-guv.

Cruis'n USA

Conflicting stories and sober descriptions from the Summer CES in Chicago may have given the impression that Rare's first racer for the Ultra wasn't the exhilarating drive-a-thon Howard Lincoln might have led us to expect.

Having experienced the game in action, we can understand the noncommittal reactions of many industry pundits seeing the game in the company of the likes of *Ridge Racer 2* or a networked multi-player *Daytona USA*. Compare *Cruis'n USA* with *Ridge Racer* and you'll see that the latter is easily much faster. However, the graphics of *Cruis'n* are not only more ambitious, more detailed and more varied but they achieve an incredible smoothness that more than makes up for their relative lack of speed. When you see the texture of palm-tree trunks become clearer as you approach, and you notice the realistic fixtures added to a simple roadside barrier, you begin to appreciate the game's sophistication.

What's important to note is that Midway's Ultra-based coin-op unit is only 32-bit (NB: this Nintendo/WMS hardware is not to be confused with the 32-bit Williams/Sony Playstation-based coin-op unit, mentioned above in the context of *MKIII*. Er, bear with us). In other words, the machine you'll see running *Cruis'n USA* in your local video-game fleapit won't be a genuine Ultra 64, and the software will need to be upgraded for home conversions! A bizarre situation, admittedly, but it bodes well if the game will run much faster on the home-based Ultra 64 than it will in the arcades. Doesn't it strike you as odd that Nintendo hopes to advertise their new 64-bit console on the back of some 32-bit software? Well, the reason would seem to be that, at present, the specialised graphics chip being developed for the Ultra hasn't been completely designed and built. It probably won't appear until mid-'95 at the earliest, so current software and hardware is using the basic CPU without assistance. Try to imagine *Starfox* or *Stunt Race FX* running on a SNES without an FX chip and you'll have an idea of the gulf between Ultra hardware now and the Ultra that will be sitting proudly in front of your telly come 1996.

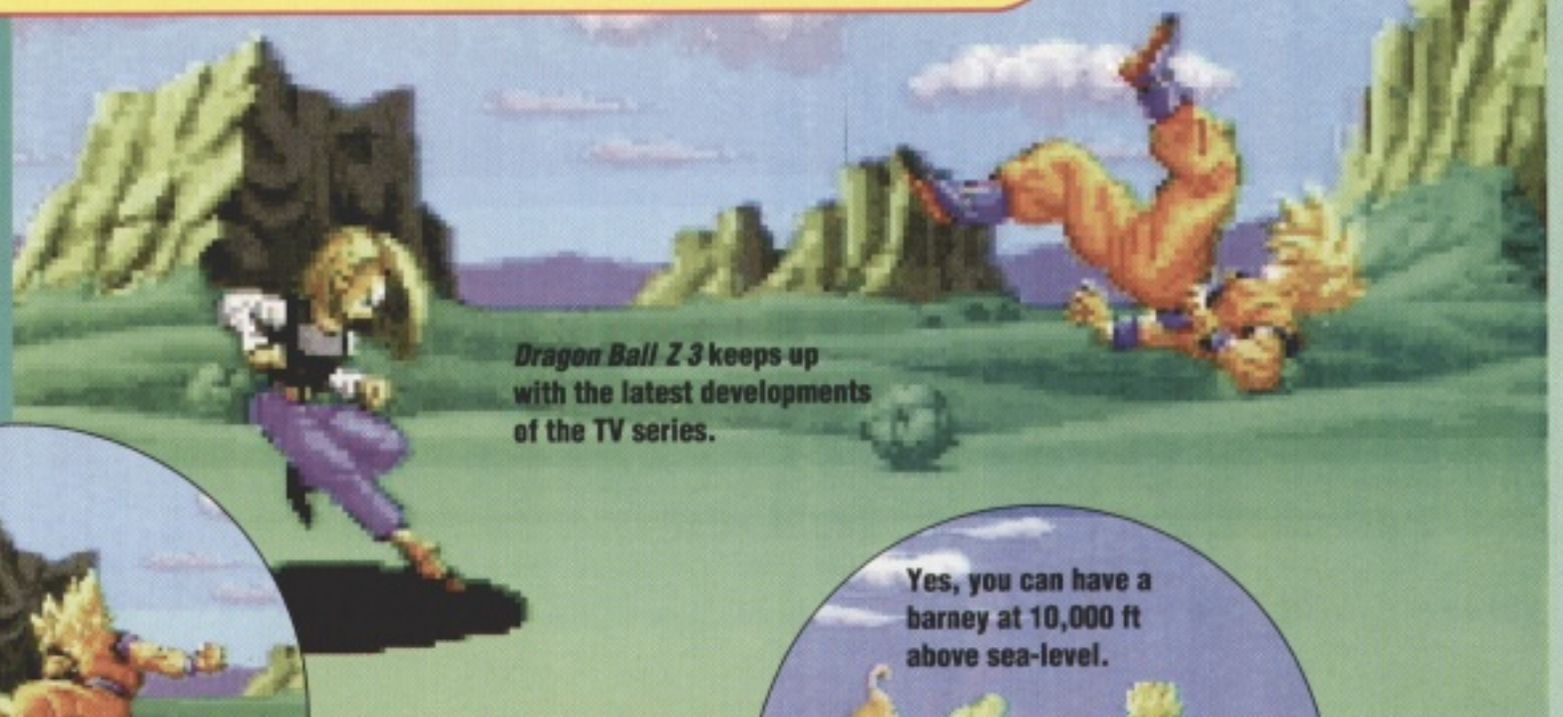


See those city graphics? No wonder *Cruis'n USA* takes up 78 megabits.

STOP PRESS

A colour Game Boy has long been rumoured to be in development at Nintendo's Japanese HQ, but in relation to our VR32 piece comes the news that a Virtual Game Boy has been completed and will go on sale in Japan later this month. The Virtual Boy still has a monochrome screen, but it will achieve a truly stereographic image through the use of goggles that incorporate 'mirror oscillating display technology'. We've all made speculations about the scientific principles involved, but it's probably best to wait for a better explanation in next month's issue.

DRAGONBALLZ 3 Bandai



Dragon Ball Z 3 keeps up with the latest developments of the TV series.

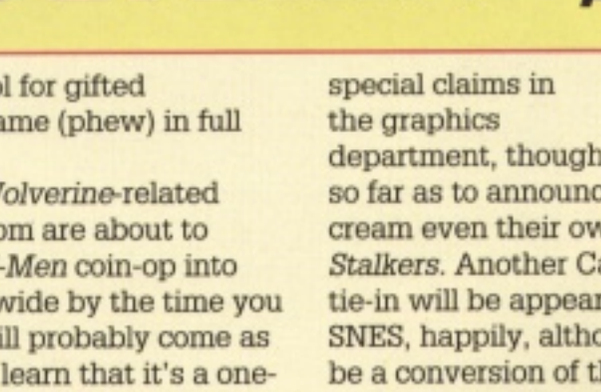
At the Earth World '94 Show, it was impossible to get anywhere near the *Dragon Ball Z 3* booth owing to a surging sea of enthusiasts trying to get to play it. In fact, a queue of several dozen yards formed, just to play the game for three or four minutes at a time – at which point they'd join the queue again.

It's always been clear that the Japanese love their *Dragon Ball Z*, but is this new game anything to really make a fuss about? Well, our research indicates not. In fact, there seems to be little here which hasn't been seen in the first two games. The split-screen extra-wide fighting areas are still there, and the veritable Aladdin's cave of mega-projectile attacks are still very much in evidence. But the game still seems jerky, slow and rather lacking in true 'feel'.

But don't ask me to explain this.

Done over by a little nipper! How embarrassing for him.

Still, we're not Japanese and perhaps there's something vital that we're missing. All will be revealed when we get the full review in the mag next issue. Perhaps we are sitting on a classic, and our coarse Western senses haven't noticed. Then again, we've been playing Japanese games, good and bad, for years, so perhaps not. Look out for the Christmas issue, though, when all will become clear.



Yes, you can have a barney at 10,000 ft above sea-level.

WOLVERINE Acclaim

Following their ensnarement of the webmeister Spiderman himself in *Maximum Carnage*, Acclaim have licensed *X-Men* key member Wolverine to feature in a platform slasher due for release in December.

Fans of the long-running Marvel strip will be pleased to see all of his special powers appearing in the game including his famed adamantium claws and, bizarrely, his mutant-derived regenerative powers. In game terms, this means that Wolfy can take a rest at any point to rebuild diminished energy. Overuse of this will be negated by the game's strict time limits, however, thus ensuring that cheating types ultimately won't prosper. Also interestingly, all six joypad buttons perform separate functions, giving it a flexibility rarely seen among game of its style.

Right: The boy Wolfie himself, looking a bit ugly.

While the graphics are delightfully Marvel-esque and the soundtrack necessarily furious, the pre-production version we've played currently lacks focus. The individual levels are large, sprawling affairs with numerous background sections repeating themselves and this often leads to confusion. But there's still development time left for tightening up and we'll be giving the final judgement on the student of Professor Xavier's school for gifted youngsters' game (phew) in full next month.

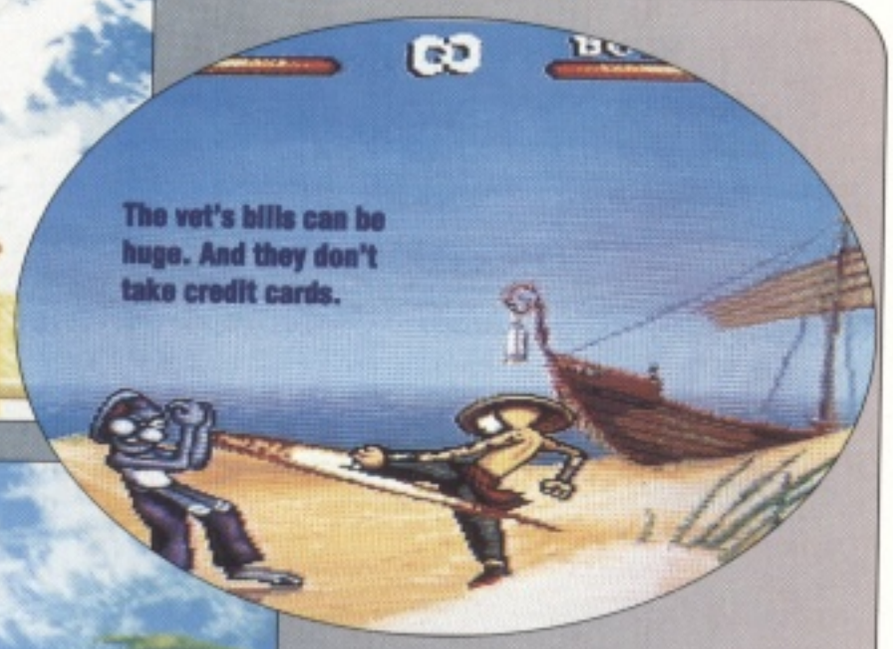
Does anybody know how the trial of Magneto ended? We can't remember.

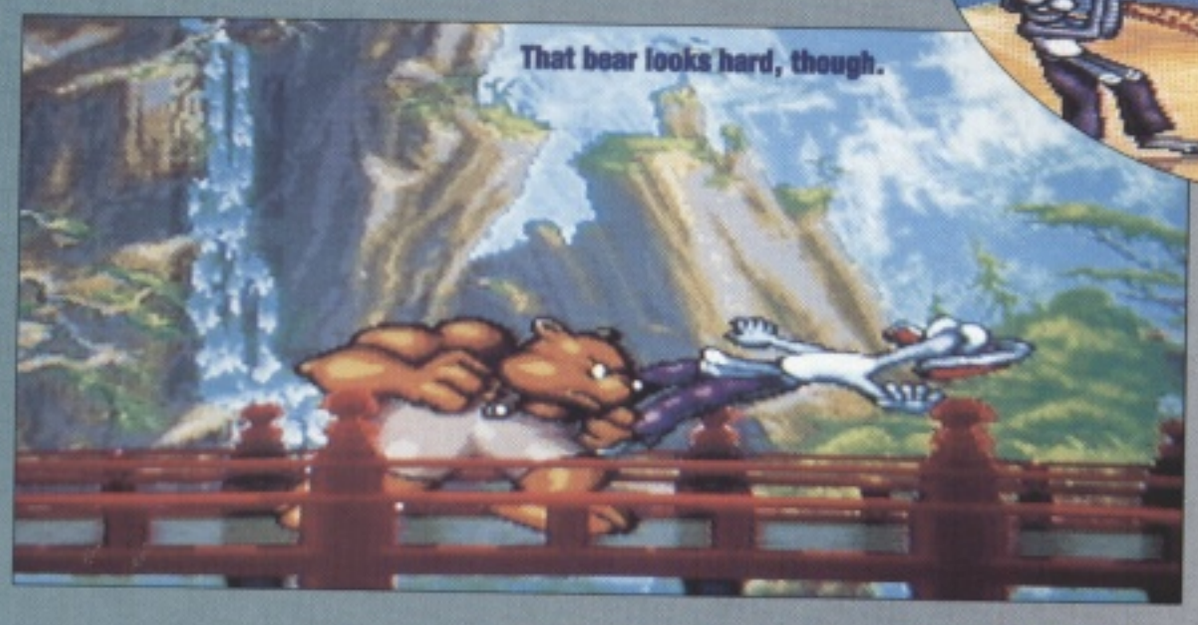
In other *Wolverine*-related activity, Capcom are about to smash their *X-Men* coin-op into arcades wordwide by the time you read this. It will probably come as no surprise to learn that it's a one-on-one beat-'em-up with a six-button control system and – yes – plenty of emphasis on combos. Capcom are making special claims in the graphics department, though, even going so far as to announce that it'll cream even their own *Dark Stalkers*. Another Capcom/*X-Men* tie-in will be appearing on the SNES, happily, although it won't be a conversion of the arcade game. Instead it will be one of those scrolly fighting affairs, allowing you to play Gambit, Wolverine and co. (no, not bloody Dark Phoenix. You'd just trash the place, you cheats). We wait with baited breath...

Actually, you don't get those menu options for real - they're just for show.

BRUTAL

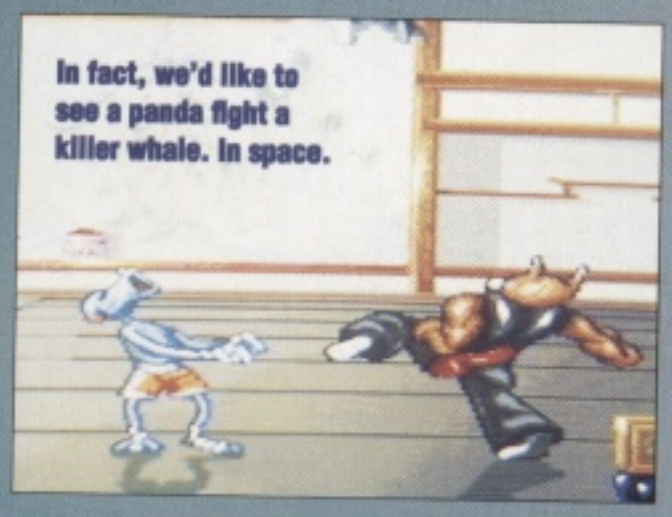
Gametek





Releasing a fighting game now is a brave step. It's impossible not to be aware of the big players which dominate the market. Yes, we're talking *MKII* and *SSFII*. The only way sales could be respectable is to make a fighting game which is a little different form the ordinary. *Clayfighter* is one such example, and Gametek are heading down a similar route with *Brutal*.

The game is based on the fighting capabilities of wild animals, which is most promising, and it contains a vast number of special moves. Gametek have opted for a system whereby you can only access certain special moves once you've attained a level of competency. A coloured belt system (like in real martial arts) shows you how good you've become, and if you can keep improving, you'll find all sorts of new moves becoming available.



Ultimately, you're fighting for the 'Belt of Heaven', and to aid you in your quest, you can replay each entire fight frame by frame, at a variety of speeds. This may well be useful, but it's dead handy for gloating purposes.

The Tournament system lets up to eight humans play, either singly or as teams, and there's a battery back-up with level passwords, so once you've personalised your player, his or her belt grade and number of victories and losses can be stored. The idea, of course, is to add greatly to the long-term appeal of *Brutal*. It sounds a very promising concept.

The game system boasts cartoon animation, in which the characters get deformed and bendy during the fights. It's more akin to *Clayfighter* than *Mortal Kombat*, and Gametek say that it gives greater flexibility to the fighting. Perhaps there's a pun in there.

We'll be reviewing *Brutal* next issue.

GUIDE TO BUYING MAIL ORDER

TEN STEPS TO SAFETY

When you're buying from any mail order company, it's worth following these Super Play guidelines:

1). **Before you send any money, ring the supplier to make sure the item you require is in stock. Ask questions about the company's policy on delivery and returns of faulty equipment. Make sure there are no hidden costs such as postage and packaging. Find out when you can realistically expect to receive your goods.**

2). **Always read the small print on adverts.**

3). **Beware companies that do not include their address on their adverts. Also, avoid companies that do not answer or return your calls.**

4). **By far the best method of payment is by credit card. If ordering goods of more than £100 in total value remember that you are legally entitled to claim compensation from some credit companies – if the retailer goes bust. Check your credit card company's policy. You can also try to get extra insurance in advance.**

5). **If you're not paying by credit card, pay by cheque. Never send cash and avoid using postal orders.**

6). **Keep records. If you are buying by credit card, keep a note of the order and ask for an order number. When ordering anything over the telephone, always double-check the price.**

7). **If you are sending a cheque, keep a note of the cheque number, the date and the exact value. Make sure you know the exact name of the mail order company.**

8). **When you receive your goods, check them carefully. If anything is missing or faulty, contact the supplier immediately.**

9). **Always order from the most recent issue of Super Play.**

10) **If a problem does arise, contact the supplier in the first instance. Calmly and politely tell them your problem. Most problems turn out to be minor hitches or misunderstandings that can easily be resolved. If you think you have a genuine grievance, contact your local Trading Standards Officer. The number is in the phone book.**

'Belt
r
fight
eeds.
dead

ts up
y or
ack-

his or

erm

n the
ek
s

DER

FETY

rth

re the
pany's
e sure
. Find
s.

their
eturn

dering
u are
redit
card
ance

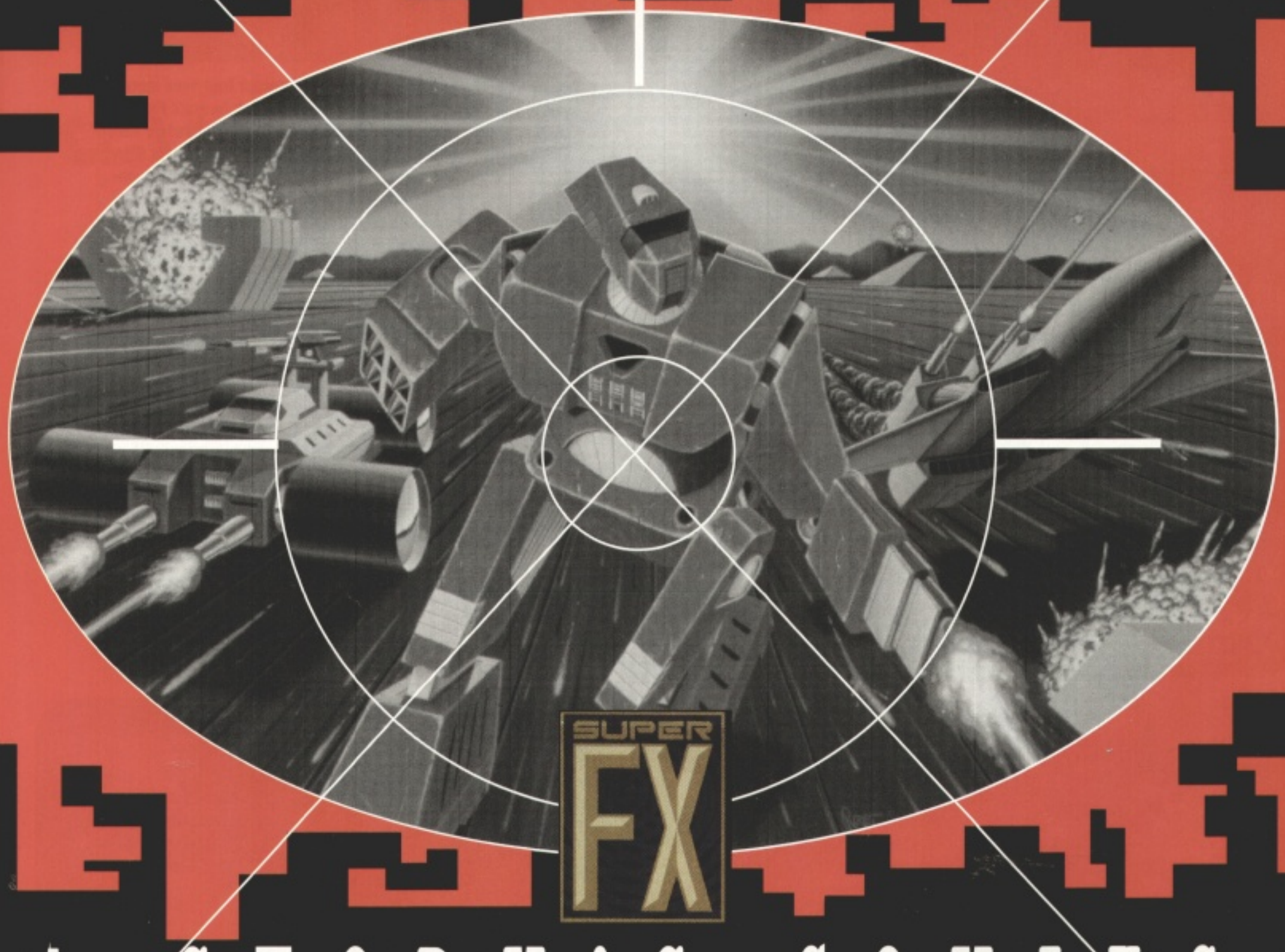
send

te of
ering
.
nber,
exact

thing

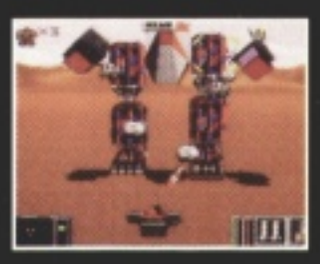
first
Most
lings
uine
The

VORTEX



SUPER FX

A STORM'S COMING



VORTEX - 93%

"AN ESSENTIAL BUY" "SUPERLATIVE BLASTING ACTION INDEED" "BUY YOU FOOLS BUY" "YES, IT'S BETTER THAN STARWING"

NMS

SONY ELECTRONIC PUBLISHING

SUPER NINTENDO ENTERTAINMENT SYSTEM

Vortex © 1994 Electro Brain Corp. © 1994 Argonaut Software Group B.V. Designed and developed by Argonaut Software Group B.V. All Rights Resrved. Electro Brain Corp. ® and the Electro Brain logo are registered trademarks of Electro Brain Corp. Vortex ™ is a trademark of Electro Brain Corp. Sony Electronic Publishing is a trademark of Sony Electronic Publishing Company. Nintendo ®, Super Nintendo Entertainment System™, The Nintendo Product Seals and other marks designated as "TM" are trademarks of Nintendo.

JURASSIC PARK 2

Ocean/Sony • 16Mbit

Shooting the bad guys obviously isn't nearly as satisfying as taking out lumbering dinosaurs, but we're prepared to forgive it for that.

You can't shoot while you're hand-over-handing.

Forget all this '90s talk of conservation, just let the flapper have it!

The intro includes lots of gasping, yelling and, erm, sliding down ropes.

Right: The computer is operated by a big fat thumb.

Ocean are tracking the dinosaur trail once more following the recent release of *Jurassic Park* on video. The naturally enough-titled *Jurassic Park II* will, however, run to Ocean's programmers' own storyboard rather than being a premature spin-off from the much-rumoured Spielberg sequel.

The avenue being to explored is that of the scrolling platform shoot-'em-up. Rather than being a straight blaster in the vein of *Contra Spirits*, though, an element of non-linearity has been introduced through exploration implemented a similar fashion to *Alien 3*. At certain points the player is free to move into other planes of the game world via marked entry/exit points, which, while not providing nearly the scope of *JP1*, at least breaks things up into more digestible lumps.

The overall task is divided into six missions, each with a quite different overall objective, but all sharing one common prevalent factor: gunplay. A multitude of weapons are selectable ranging from a relatively weak pistol right up to a flesh-ripping machine gun, all of which must be put to frequent use on enemy troops and, of course, the infamous squad of dinosaurs themselves. In addition to the pleasantly frantic action in the game itself, *Jurassic Park II* proudly bears a full Dolby surround soundtrack and an intro sequence which most Japanese games would kill for (including, surprisingly, tons of speech).

A full review of this promising title will appear next ish, along with a rather special competition.

HARRYHAUSEN LIVES!

Time Warner Interactive

Regular arcade-goers can't have failed to notice the most recent spring-heeled stowaway on the Jurassic bandwagon – a beat-'em-up by the name of *Primal Rage*. A bizarre blend of *Mortal Kombat*, *Clayfighter* and *The Land That Time Forgot*, the prehistoric 'characters' have been created using digitised images of dinosaurs. The moves for each model were filmed with stop-motion animation techniques of the kind which made SFX supremo Ray Harryhausen such a big name in the fantasy adventure film genre.

We've already played it here in Bath and at the Trocadero in Piccadilly and have to admit that it's a little sluggish to respond to controls, as the special moves commit you to some rather lengthy combat animations. However, with the inevitable simplification that comes from conversion to home formats, these problems may be rectified.

The two-player mode has the interesting option of a 'tug-of-war' energy bar, which can extend the length of a bout indefinitely – or at least until one player wins outright.

Talking about two massive lumbering beasts doing battle... An interesting point to note is that *Primal Rage* was created by Atari, whose relationship with Nintendo has been uneasy to say the least. In fact, a long-standing enmity exists between the two companies after some rather unsavoury legal wrangles in the US during the 1980s. At one time, the Atari subsidiary Tengen obtained blueprints of Nintendo's security lock-out chip and attempted to manufacture cartridges for the NES independently of Nintendo's approval. The big N responded by failing to supply games retailers who stocked Tengen's products.

Primal Rage will appear on the Super Nintendo mid-1995.

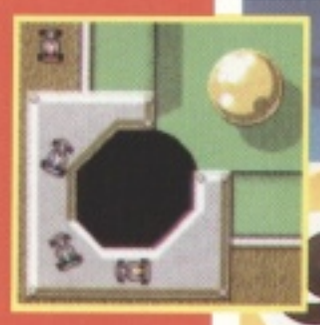
So are we looking at the future of SNES games? With carts like *Donkey Kong Country* appearing, it could well presage a sea-change in styles.

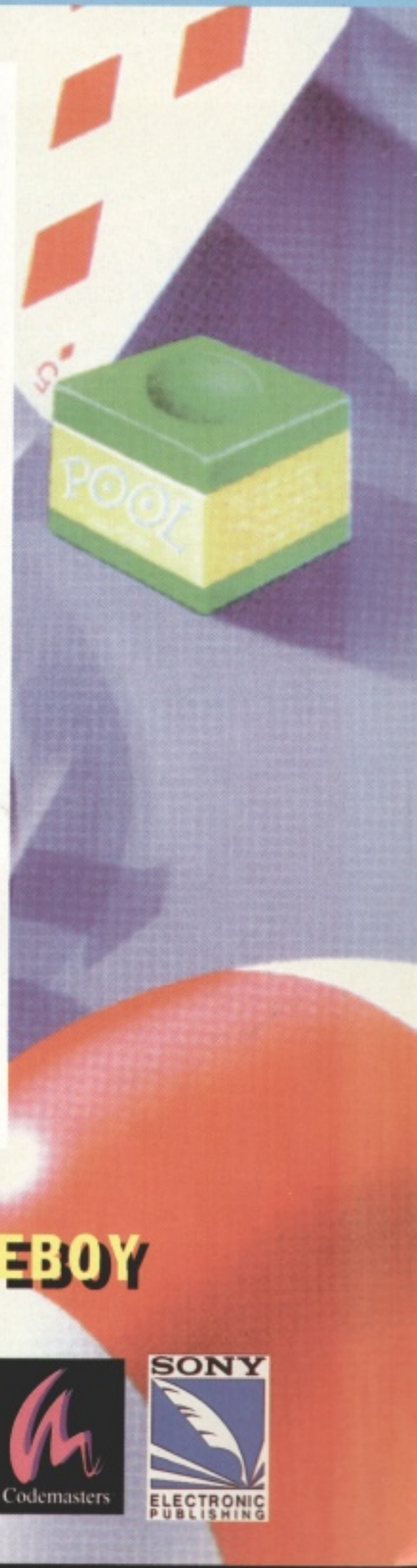
Left: Harryhausen stop-motion monsters were featured in *Clash of the Titans*. And *Jason and the Argonauts* as well.

Micro Machines

THE ORIGINAL SCALE MINIATURES

GALLUP No.1 BEST SELLER





NOW AVAILABLE ON SNES AND GAMEBOY

SUPER NINTENDO ENTERTAINMENT SYSTEM

GAME BOY

Micro Machines ia a registered trademark of Lewis Galoob Toys, Inc.
Codemasters is using the trademark pursuant to a licence.

Codemasters

SONY ELECTRONIC PUBLISHING

Stylish Cyberpunk and a Helen favourite in *Cyber City OEDO 808*.

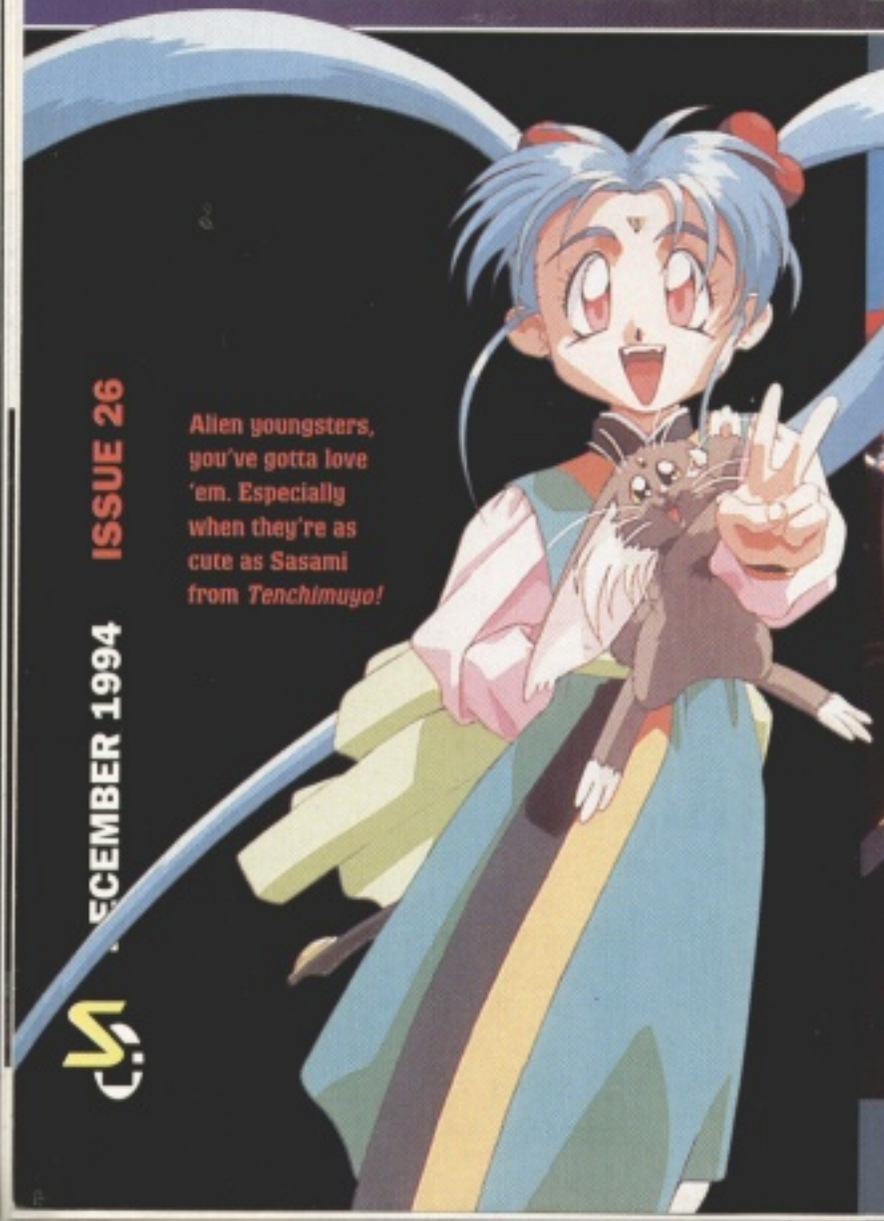
Beauty and the Beast – anime style, with Lum from *Urusei Yatsura* (above) and not *3X3 Eyes*, but an inhabitant of *Monster City* (left), the superior horror anime from Manga Video.

A young persons guide to Japanese animation.

ANIME WORLD

Pronounced 'ah-nee-may'

NEW KIDS IN TOWN?



Alien youngsters, you've gotta love 'em. Especially when they're as cute as Sasami from *Tenchimuyo!*

by Helen McCarthy

All you readers of *Super Play* are obviously sophisticated and intelligent types, well up on all the hottest cultural trends. So, naturally, you know your anime. But there are a lot of people out there who don't. The shelves labelled 'Manga Video' in their local Virgin or HMV have only just caught their eye. They're strangers in Otakuland. You probably know quite a few of them; and they're probably going to come to you for advice. So what tapes should they buy first? Here's the Anime World Guide to the best introductions to anime available in the UK. And if there are any gaps in your own collection, maybe this will help you fill them!

Akira is not on the list for the simple reason that it's the one anime film that just about the entire population has heard of. If you're talking Cyberpunk action with an edge, there are two other contenders worthy of consideration. Manga Video are releasing *Cyber City Oedo 808*, a three part OAV series from Kawajiri Yoshiaki and

Left: And the moral of the story is 'Always check before tampering with your brother's experimental power suit'. Good advice in *Moldiver* from Pioneer LDCE.

Madhouse, which (as longtime readers of this column and *AUK* will know) is one of my personal favourites. Three dangerous criminals work on the side of justice in a dark future to solve problems that have the conventional police forces baffled. Each story focuses on one of the team as central character and the third one, a futuristic Gothic vampire romance, combines suspense and emotion so powerfully that if it doesn't have you on the edge of your seat with a mound of damp paper hankies at your feet, you have no soul! And from Anime Projects comes the enduring Cyberpunk classic of the '80s *Bubblegum Crisis;* the story of four babes in battlesuits kicking ass (and whatever else comes within range) in MegaTokyo with a driving rock score and chara designs to die for from Sonoda Kenichi. *BGC* comes in eight subtitled episodes with a dubbed version being released soon. This is one show where babes aren't necessarily bimbos, so it's sure to be popular with female fans too.

> **'Tenchimuyo! Ryo Oh Ki, demonstrate that cute can be deadly'**

In the same vein Pioneer LDCE's first releases, *Moldiver* and *Tenchimuyo! Ryo Oh Ki*, demonstrate that cute can be deadly. Mirai takes over her big brother's invention in *Moldiver* to show that a girl can fill a superhero's shoes better than any guy in a wacky action comedy which also pokes fun at obsessive collectors, so this is one to give your sad friend whose main aim in life is to track down every *Five Star Stories* fanzine or *Sekimatsu* cover version in the world. Tenchi is the story of how one boy's life is changed forever by curiosity; a criminal babe on the run; two alien princesses; the dizziest blonde in the Space Force; and his grandad. Six episodes each – two to a tape – provide good fun and good value and not a demonic tentacle in sight!

Which brings me, inevitably I suppose, to *Urotsukidoji aka Legend Of The Overfiend.* The first two parts, released on Manga video, were edits of the original five-part OAV series, as yet unreleased in the UK though you can get it uncut and subtitled in the US. Kiseki films picked up *Urotsukidoji III* and though this too did not escape the censor's scissors, it did mark the emergence of a moral theme in the story which came as a considerable surprise to those who just bought it for the tentacled bits.

If the idea of one guy taking on the system appeals to you then buy *Grey*, from Western Connection, in a subtitled version. This classic, manga-based take of a bleak future where computer-controlled war ravages mankind and the only way out of grinding poverty and hopelessness is to kill has sad echoes in the political turmoil of the present day, where the news outdoes anything sci-fi or horror writers can invent. And if bleak futures of poverty and hopelessness still appeal then don't miss *Battle Angel Alita*, the story of a beautiful, innocent cyborg death-machine learning about love and loss in the terrifying environment of the scrapyard. The designs are gorgeous, more than making up for the rather limited animation, and the story is terrific; the Manga Video is also excellent with good vocal characterisation.

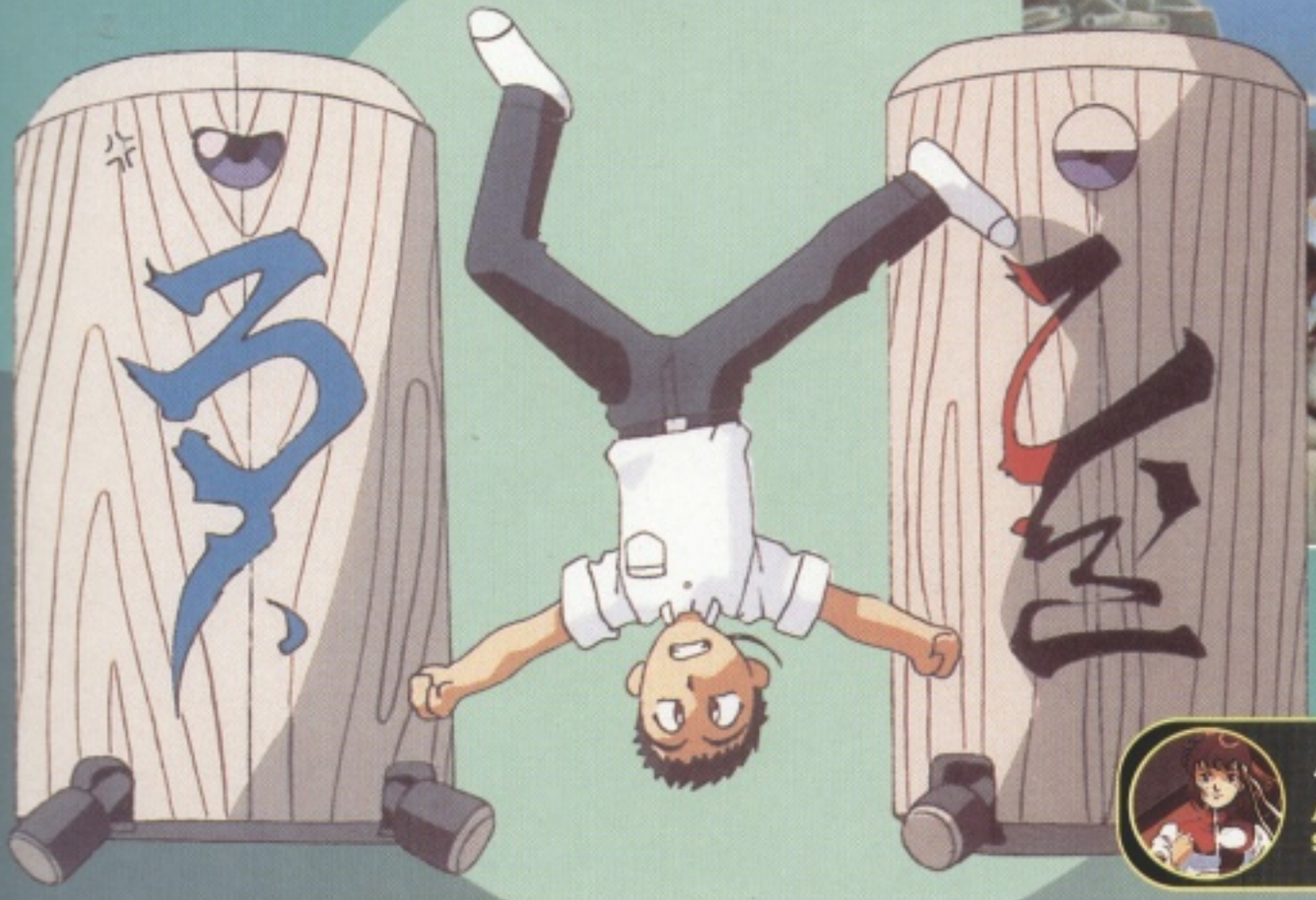
For romantic science fiction comedy there is only one contender – there is, after all, only one Lum. Urusei Yatsura fans can choose from a stack of movie and TV episode tapes subtitled by Anime Projects and their charm, slapstick silliness and visual froth only partly conceal clever and completely off-the-wall writing from Takahashi Rumiko, deservedly one of the giants of the field.

Also one for the unashamed romantics, *Gunbuster* from Kiseki films (subtitled) is a zonking great space-soap opera centred round a teenage girl mobile suit pilot, taking us through her trials, tribulations insecurities, first romance and enduring friendships as she and those around her battle to save the world from invasion by a pitiless alien force. Or do they? As the story develops a darker subtext emerges, putting mankind's fight for survival in a different context – maybe the galaxy is a living organism and mankind is a rogue virus? Beautifully designed and produced by ace team Gainax, *Gunbuster* was a huge hit in Japan and has become an enduring classic.

Sadly, you still can't buy my favourite in Britain. *My Neighbour Totoro* shows all that is best in film-making; story, characterisation, technical skills, music – all perfect. You can buy it in Spain, France and now in the US, but sadly not here. Oh well, maybe next year... Ja mata ne!

Left: Comfort is having your own Totoro to hug. A life-size one of course!

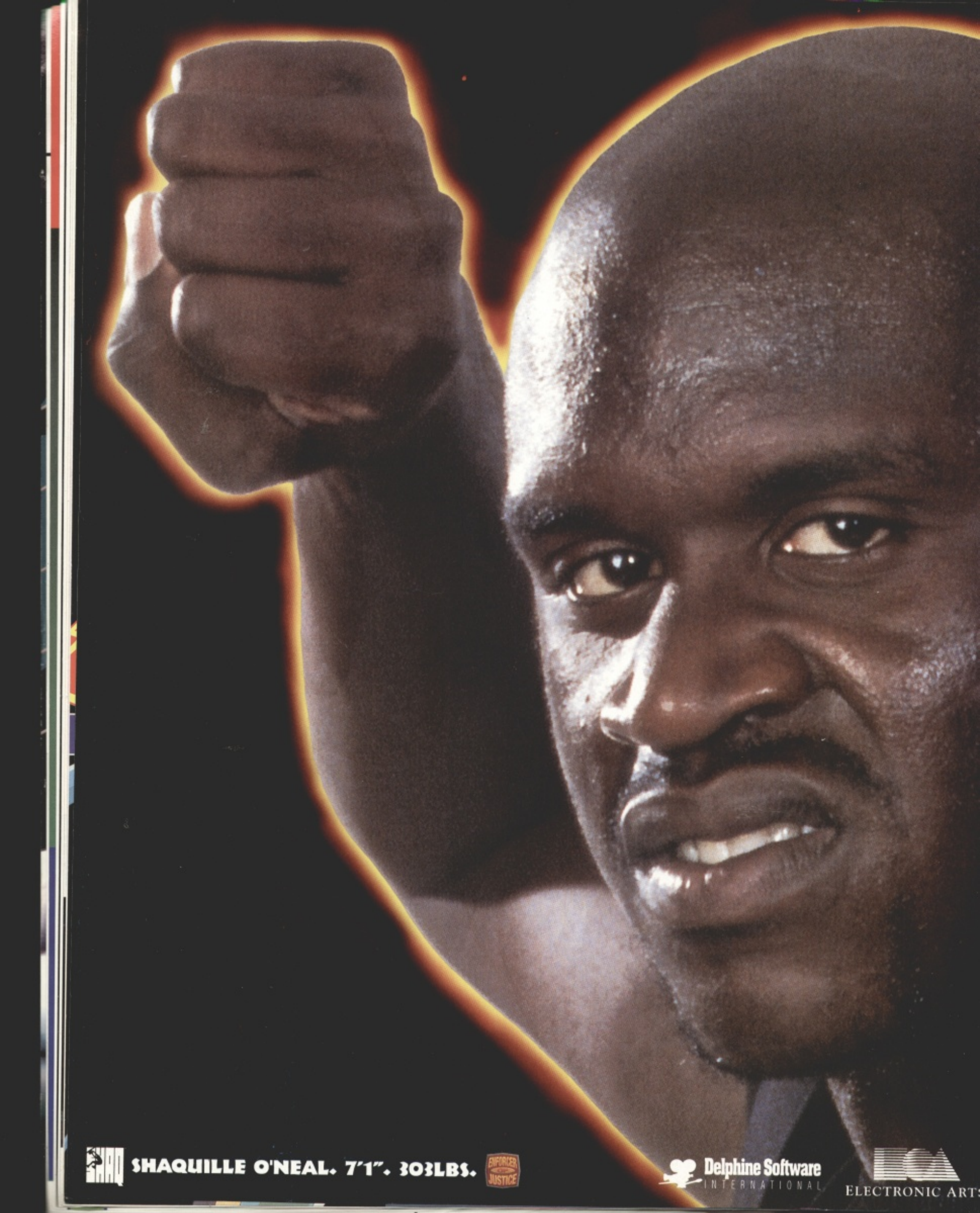
Alita may look like any other cute android but get her mad and you can wave goodbye to that arm (fnar!).



Left: From *Tenchmuyo!* Tenchi comes off worse in a rumble with two giant logs? Well no, they're actually robot guardians. Those wacky Japanese, eh? What will they think off next? How about a cute bunny that grows up to be a spaceship!

ANIME CONTACT

Anime UK magazine, 70 Mortimer Street, London W1. £3.50 from good SF/comic shops, also available mail order from the publishers.


SHAQUILLE O'NEAL. 7'1". 303LBS.
ENFORCER OF JUSTICE
Delphine Software
INTERNATIONAL
ELECTRONIC ARTS

COME AND HAVE A GO IF YOU THINK YOU'RE HARD ENOUGH

SHAQ-FU

ON THE STREET 28TH OCTOBER

ocean

SUPER NINTENDO ENTERTAINMENT SYSTEM

MEGA DRIVE

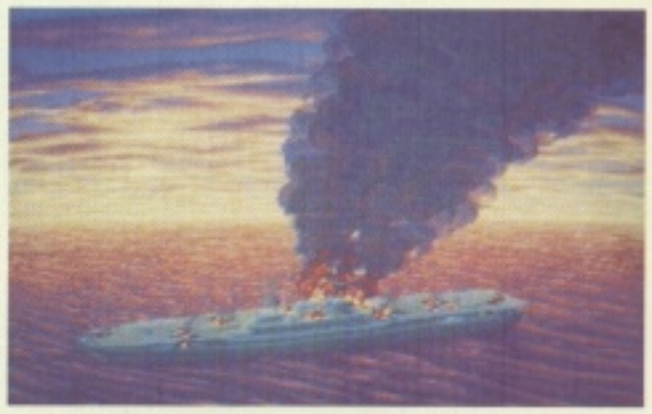
NIC ARTS

For further information on Shaq Fu, please call 0753 546465 or write to Electronic Arts, 90 Heron Drive, Langley, Berkshire SL3 8XP. SNES version distributed by Ocean Software Ltd. Licensed by Nintendo. Delphine Software International and logo are trademarks of Delphine Software International. Shaq and the Shaq logo are registered trademarks of Mine O'Mine, Inc. Nintendo is a registered trademark of Nintendo. Super Nintendo Entertainment System is a trademark of Nintendo. Sega and Mega Drive are trademarks of Sega Enterprises Ltd. Ocean is a registered trademark of Ocean. Electronic Arts is a registered trademark of Electronic Arts.

CARRIER ACES

Gametek

How to turn your SNES into a PC. Step one; plug in *Carrier Aces*. Step two; wait about an hour pretending it's 'installing'. Step three; curse as you find a disk error. Step four; wait another hour. Step five; turn off the sound and pretend you can't get the sound-card to work. Step six; calibrate your joypad by wiggling it around. Step seven; find out you can't play it until you've read three million pages of the manual. Step eight; type in a four-hundred-letter German word from page 334 para 11, line 23 for the copy protection. Step nine; repeat step eight forever. Step ten; get bored and play *Carrier Aces* properly on your trusty SNES.



Left: Just remember to sing 'Take my breath away' to this.

Right. Well that's enough about PCs. *Carrier Aces* is a World War II flight sim/action game in which you can control a fighter, dive-bomber or torpedo-bomber. You start by outfitting an entire squadron, choosing planes, weaponry and other equipment.

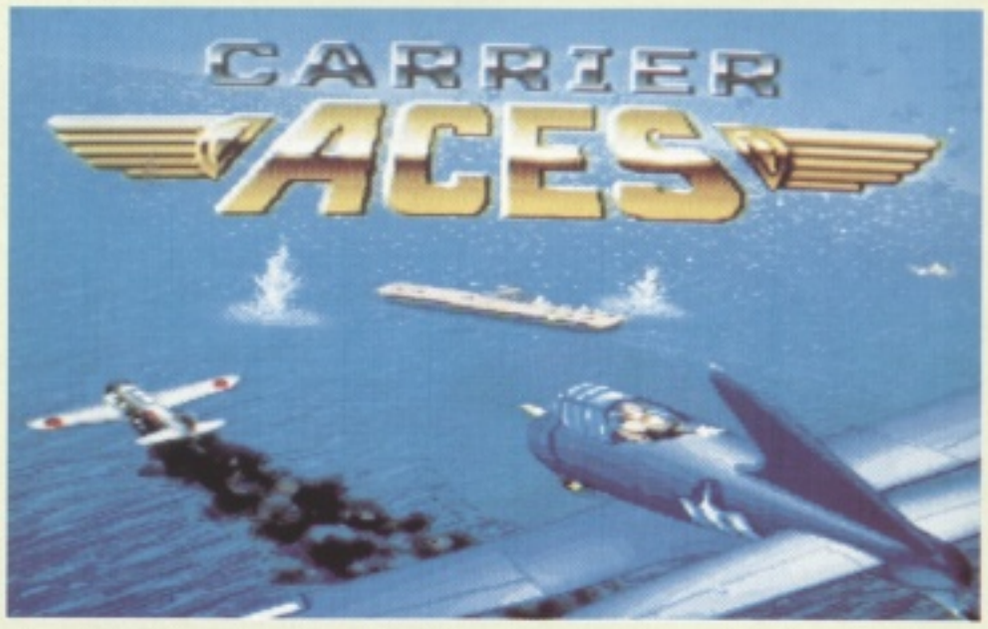
When you're ready, decide whether you'll be defending, attacking, striking or running away. If you can take out the enemy air-cover, you can have a crack at their fleet. It looks like a 3D Mode 7 destruction-fest.

The scenarios follow on from each other, and as you progress, you influence the course of the war with your actions. But there's also the option to split the screen and play against a mate.

Of course, as well as combat, ship-bombing and the odd bit of torpedo-launching, you'll have to master the art of carrier landings. This is the bit we're dreading.

Review next issue, Pacific-related-carrier-warfare fans!

Down: It's heartening to see that the game contains rather large explosions.



PINBALL FANTASIES

Gametek

Yes, the game which kept Amiga and PC owners glued to their SHIFT keys is coming to the SNES. Pinball Fantasies was widely acknowledged to be superior to *Pinball Dreams*, and sold, ooh, loads of copies on computer format.

At this stage, the game is rather far from completion, so we aren't able to bring you many shots of the tables, but rest assured we'll be updating this news piece as and when we can to bring you loads of action-piccies of that cheeky silver ball caught in mid-bounce. We're also able to say that *Fantasies* features all-new tables, with upgraded sound effects and improved graphics and ball-control techniques and everything.

The game will be reviewed at the beginning of next year (it's scheduled for completion then, certainly). And you'll notice this news piece hasn't made any mention of *Tommy* or *Pinball Wizards* or Mods or anything. Hooray.

Yes, if you're an Aleister Crowley fan, you can find something in *Pinball Fantasies* for your tastes.

SAVE YOUR LIFE

Okay, so some games have battery backup. And we all know it's dead useful when you're up against a tough bit in a strategy game. But you often pay a little more for carts with this function, and there are a great many games which don't feature it. So what's a committed gamer to do?

Well, try the new Game Saver card. It plugs into your SNES, and you slot your game cart into the back. The Game Saver enables you to freeze and save any game at any point by hitting SELECT and R. Then, when you press SELECT and L, you'll be back where you saved.

Beat every game now!

You can restore the game to the exact point at which you saved as many times as you want. The idea is that when you're in a game without battery back-up or continue points and you're faced with a knotty problem (or several options) you can hedge your bets and try out everything.

Unfortunately the Game Saver doesn't work if you switch off your SNES, so you can't return to tricky problems later.

The Game Saver also acts as a converter, enabling British SNES-owners to play US and Japanese games on their PAL machines. The convertor works with every game out at the moment (it says here – forgive us for not being able to check that one...).

And finally, the cart boasts a slow-motion feature. Instead of the intermittent pausing seen on many slo-mo pads, this one uses actual hardware to slow the game down smoothly by 50 per cent, whilst leaving the music and FX unchanged. It results in a migraine-inducing strobe effect, alas. Incidentally, the Game Saver won the Design and Engineering Innovation Award at the 1994 Chicago Consumer Electronic Show.

If you want to get your hands on one of these little fellas, it'll cost you £44.99. For more info, contact Console Connections, 19 Kenwyn St, Truro, Cornwall TR1 3BU, tel: (0872) 261065.

A MILLION ARE STUCK

By the time you read this, the Nintendo Hotline will have received its millionth call. The lucky person will have won their own height in games (so let's hope it isn't a dwarf), plus a T-shirt proudly emblazoned with the legend 'I was the Millionth Caller'. The ecstatic winner is also set to benefit from a fun day out at the Hotline in Hampshire.

Assuming that people only ever phone the Nintendo Hotline once, this means that one in every 55 people in the UK have dialled (0703) 652222 to gain help with *Zelda* or *Mario*. Therefore, we reckon on average, 12 MPs have called the Hotline. We demand to know which games they were stuck on and call for the 12 guilty MPs to be named.

Anyway, if you're flummoxed by a game, why not phone the Hotline yourself? As stated above, the number is (0703) 652222, and they're experts in just about every official release on the SNES (as well as the NES and Game Boy).

THE CHARTS

The *Super Play* charts. Totally dreamy in the taste department. Read 'em and weep, fat boys!
('For weekly UK SNES chart updates, try tuning in to Digitiser, Teletext: page 471, Channel 4', says a disillusioned Mega Drive owner.)

OFFICIAL GALLUP UK CHART

▲ UP ▼ DOWN ▶ NON-MOVER ★ NEW ENTRY

Compiled for *Super Play* by Gallup

1 ★ **STUNT RACE FX** Nintendo
Superb playability and great use of the Super FX chip make this one of the office faves. 90%

2 ▼ **MORTAL KOMBAT II** Acclaim
The lure of the gore proves too much for the majority of UK gamesters. 81%

3 ▼ **SUPER MARIO WORLD** Nintendo
The first release for the SNES and still going strong almost four years later. 94%

4 ▼ **STARWING** Nintendo
The first Super FX game, now available at a budget price makes it an even greater buy. 93%

5 ★ **JURASSIC PARK** Ocean
A huge film-based explore-'em-up. Plenty of dinosaur action. 89%

6 ▼ **FIFA INTERNATIONAL SOCCER** Ocean
A cracking Mega Drive conversion. 89%

7 ▼ **MORTAL KOMBAT** Acclaim
First time around and no gore but the original *Mortal Kombat* still proves to be a big draw. 81%

8 ★ **LEMMINGS** Psygnosis
One of the most ingenious and addictive games ever. Watch out for *Lemmings 2*. 86%

9 ★ **ALADDIN** Capcom
Great to look at and very involving, but it's over too quickly. 96%

10 ▼ **SUPER MARIO KART** Ocean
Still in the charts, and a classic SNES game. One of *Super Play's* best ever, in fact. 93%

(A taxi driver writes) – *Stunt Race FX*? Never heard of it, guv. Where to, mate?

Super Mario Kart? Is that near the King's Road, chum?

Aladdin? Right. Out the cab, sunshine. I don't take that from no one, you hear?

UK IMPORT CHART

Compiled for *Super Play* by Mariku Tanaka

1 **MORTAL KOMBAT II** Acclaim
2 **SUPER STREET FIGHTER II** Capcom (US)
3 **SECRET OF MANA** Squaresoft
4 **FINAL FANTASY III** Squaresoft
5 **STUNT RACE FX** Nintendo (US)
6 **BREATH OF FIRE** Squaresoft
7 **BRAIN LORD** Enix
8 **ILLUSION OF GAIA** Enix
9 **SOCCER SHOOTOUT** Capcom (US)
10 **STAR TREK** Spectrum Holobyte

Illusion of Gaia. Here's a caption made up of short words, saying nothing.

I tell you. Me nipper got *Mortal Kombat II*. Rubbish!

Illusion of Gaia? It can't be as bad as my grandad's sciatica. We could hear him groaning so loud he'd sometimes drown out *Emmerdale Farm* (as it was called in those days). Of course, there were no plane crashes and sub-post-office blags then. It was all about lambs and mud and broken tractors. Progress, eh? Tchoh.

JAPANESE CHART

Compiled by Wil Overton

1 **SAMURAI SHOWDOWN** Takara
2 **KIRBY'S TEE SHOT** Nintendo
3 **MOTHER 2** Nintendo
4 **SUPER BASS FISHING** King Records
5 **LIBBLE RABBLE** Capcom
6 **DERBY STALLION II** ASCII
7 **LIVE A LIVE** Squaresoft
8 **SUPER BLACK BASS 2** Star Fish
9 **SUPER PUYO PUYO** Banpresto
10 **WIZAP!** ASCII

Super Puyo Puyo. Can't do it, guv. Roadworks, you see.

Super Bass Fishing is there. This is upsetting for the anti-fishing lobby, who claim that playing fishing games leads to outbreaks of real-life angling. The result of which is usually fish hooked and landed, then served up as food (in the case of trout or salmon). (We at *Super Play* subscribe to the Anti-Fishist League).

AMERICAN CHART

Compiled for *Super Play* by Woody Carter

1 **MORTAL KOMBAT II** Acclaim
2 **FINAL FANTASY III** Squaresoft
3 **STUNT RACE FX** Nintendo
4 **SUPER STREET FIGHTER II** Capcom
5 **MAXIMUM CARNAGE** Acclaim
6 **BREATH OF FIRE** Square Soft
7 **DEATH AND RETURN OF SUPERMAN** Sunsoft
8 **ILLUSION OF GAIA** Enix
9 **BRAIN LORD** Enix
10 **POWER RANGERS** Acclaim

See that *Brain Lord*, mate. I blame the parents. String 'em up. That'll learn 'em.

Right. That'll be thirty quid mate. Sorry, no receipts.

The Death And Return of Superman is there, see? And this in a large country where approximately 22% of the population have confessed to an irrational fear of, er, spiders. In fact, the National Rifle Association has pledged to 'shoot every spider in Utah with a high-calibre firearm, until we fall back, satisfied.'

CAPCOM GETS A GOOD BASHING

Financially, at least, the publisher of some of the finest software on the SNES has taken some heavy punches. Capcom's share value on the US stock market has fallen dramatically as the company's American subsidiary went into the red. A staggering 1.65 million copies of *Super SFII* remain unsold, reducing the profits they predicted for the game.

Capcom has placed the blame on numerous extraneous factors, such as the slowing of the video games industry in general and the proliferation of rival beat-'em-ups like Acclaim's *Mortal Kombat II*. However, *Super Play* could offer a few more reasons for the company's failings. We might question, for example, why they didn't release *Super SFII 'X'* as their fans expected, or better still, *Street Fighter III:* or why some of their other products in recent months have been so lacklustre. See this month's Playback column for a few of your own thoughts on the fighting game genre.

However, Capcom's directors must be reassessing their policies after this heavy economic setback. Maybe we'll see a wiser, fitter and leaner Capcom shaping up for '95? Certainly, their planned line-up for Christmas in Japan and the US bears a sleigh-full of potential hits.

First out of the blocks is *Bonkers*, a platform game centred around the adventures of the little-known Disney character, Bonkers T Bobcat. The action's spread over the six levels of Toon Town, an Animaniacky world of cartoonish images and lampoonery. Sadly, early reports suggest that the game is prone to a common Capcom platform game characteristic in that it's rather too easy to finish, if heaps of fun along the way.

What we can almost guarantee *won't* be heaps of fun along the way is Captain Commando, a straight conversion of Capcom's ageing scrolling-beat-'em-up coin-op. It proved only a lukewarm money spinner in arcades and we suspect the SNES conversion to fare similarly. It does, however, include the option to play as a mobile-suit-driving baby so at least Wil may glean some entertainment from it.

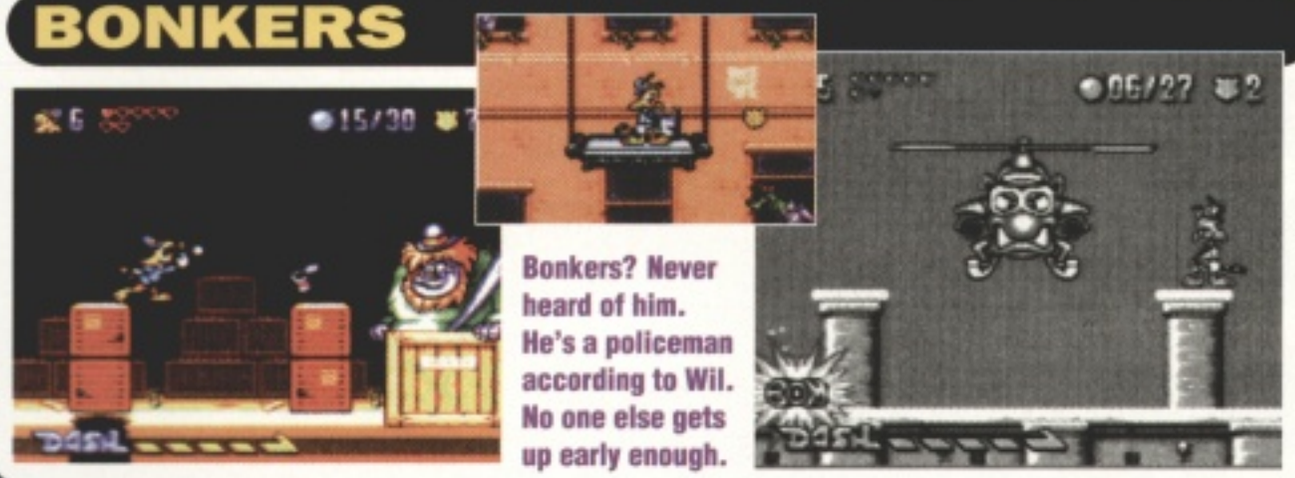
The smart money is pinned firmly on *Demon's Crest*, featuring Firebrag, the demonic beastie of the title who crusty SNES-aholics may remember as one of the minor minions in *Super Ghouls 'n' Ghosts*. The platform-led gameplay is enhanced by the Crests themselves which when collected – after beating a boss, for example – endow 'Brag with the power to change and enhance his form. It's this adventurish aspect which has led some to compare the game with *Super Metroid*. With the exception of its fabulous demonic underworld graphics, however, there's little to quite compare to Nintendo's masterpiece, though we're still confident it will be a strong title.

Mega Man X 2 is shaping up further after our look at it last month and, while it still shows no real evidence of Capcom's much-touted assistant processing chip, the levels now at least appear to have more variation to them.

The last cart on the cards is *Mickey And Minnie: The Great Circus Mystery*. As a sequel to the previous Mickey-only game, it treads familiar ground with rich, Disneyesque environments and a selection of costumes to change into. Either on his own or simultaneously with Minnie, Mickey can transform into several delightful sets of clobber, each with its own power-up – our fave of which being the nasty-sucking vacuum cleaning outfit. Potential lack of difficulty gripes notwithstanding, it should prove to be another worthwhile platformer.

Full reviews of all these titles are planned for next month's Christmas special issue.

BONKERS

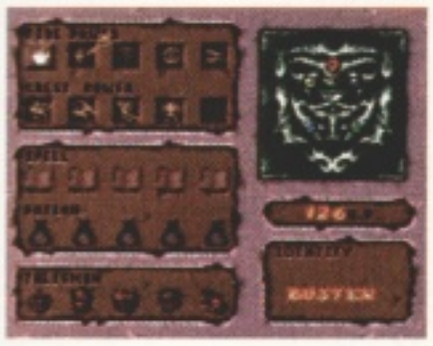


Bonkers? Never heard of him. He's a policeman according to Wil. No one else gets up early enough.

CAPTAIN COMMANDO

Remember *King Of Dragons?* Unfortunately we do. Expect action along similar lines in *Captain Commando*. Sadly, it looks like the *Super Bionic Commandos* title we were all wishing for will never arrive. Maybe we can have a SNES *Eco Fighters* instead?

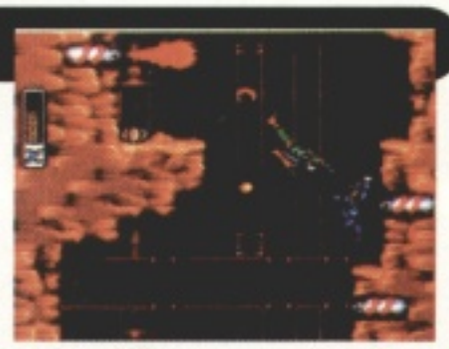
DEMON'S CREST



If you're familiar with Firebrag's Game Boy adventure, *Gargoyle's Quest*, you'll immediately feel at home with the action in *Demon's Quest*. Expect lots of wall-clinging, flying, and spitting of flaming balls of goo.

ROCKMAN X2

As well as the mobile suits which appeared in the first game, Rockman will also have other forms of transport available in *X2*. This airbike thing (left) looks like the most exciting in this, his second SNES adventure.



MICKEY AND MINNIE

Everyone's going Mickey mad at the moment. As well as this and Sony's effort reviewed this issue, there's *another* on the way from Tomy!

CASTLEVANIA RE-VAMPED

In a surprise announcement, Konami have revealed plans for a SNES conversion of the PC Engine Super CD-ROM title, *Dracula X*, set for release in early '95.

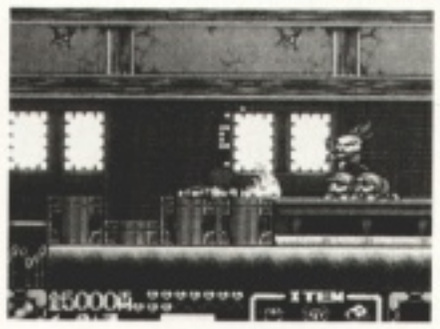
The Engine version of *Dracula X: Devil's Castle* (to give it its full title), a hit in Japan last year, plays rather more similarly to the crusty NES games than the SNES hit version, however. It seems likely, therefore, that although the level structure will be carried over to a degree, Simon Belmont's abilities will be upgraded to at least match the standards of which SNES owners are accustomed. Expect to see a host of huge end-of-level bosses, a myriad of secret passages and rooms, and music upgraded from the disappointingly bland Engine version.

Eager gamers waiting for a true sequel to *Super Castlevania IV* are going to have to wait a bit longer, though, as Christmas '95 is the proposed date for *Super Castlevania V*. Details are obviously sketchy at present, but we do know it's planned to appear on a 32 Mbit cart (!) and will pick up the quest from where Simes killed Dracula in the last game. It's a title which thousands of gamers have been crying out for and its mere announcement is further evidence of Konami's customer awareness. More info when we get it.

And finally, more information on *Goeman 3* has filtered through to the *Super Play* offices. It appears that a new character, a girl ninja named Yae, is set to join the fray and that at least some of the action will be viewed from an overhead view, *Kikikaikai*-style. We'll review it here upon its December release in Japan; until then cast your eyes across the new shots which we've hunted down.

GANBARE GOEMON 3

Like the previous game, *Goemon 3* features Mode 7 giant robot battles.



Familiar side-on platformy bits are still very much in evidence.

New girl Yae favours the Edo period shoulder-mounted rocket launcher as her preferred choice of weapon.

These shots are from the PC Engine CD-ROM version – expect the SNES to be similar.

VR 32 REVEALED SOON!

Months of speculation will finally be brought to an end at the Shoshinkai Festival in Tokyo's Harumi Centre this November, when the 32VR is unveiled to the press and public for the very first time.

Nintendo of Japan's mysterious announcement regarding a 32-bit system (*SP*21) caused much surprise earlier this year, seeming quite at odds with its American subsidiary's development of the Ultra 64 machine (Project Reality, as it was known at the time). Supposedly bringing Virtual Reality to the home at an affordable price – a figure of 20,000 Yen, around £110, was suggested – the scarcity of details and specifications revealed led to some pretty wild interpretations on the part of consumers and industry figures alike. Concrete facts have evaded even *Super Play's* dogged investigators, but we can still dispel a few myths that have been spawned by more ignorant sources.

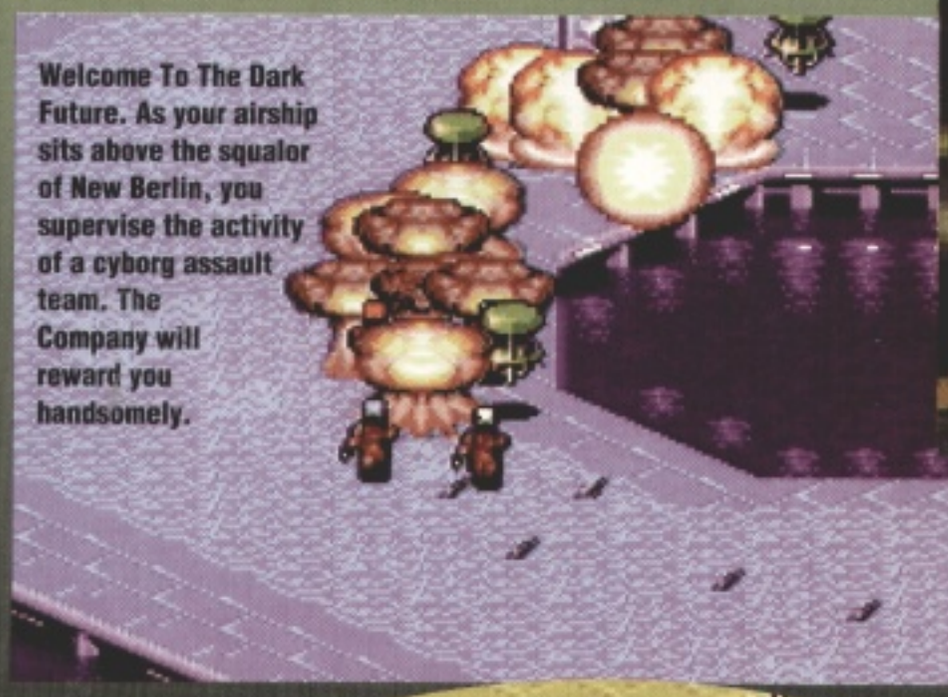
The VR32 is expected to be a portable unit, hand-held and operated by batteries. Despite the denial in the original press release that the unit would not feature an HMD (Head-Mounted Display), it is now generally accepted that the user will be required to wear special goggles containing a screen display. An unnamed American company is behind the development of the projection technology, and at the moment it's not even known if the result will be truly stereoscopic. To increase its portability the system's software will come on compact cartridges.

Our roving Japanese correspondent will have more information in a couple of weeks, so see next month's *Super Play* for the full report on this new hardware.

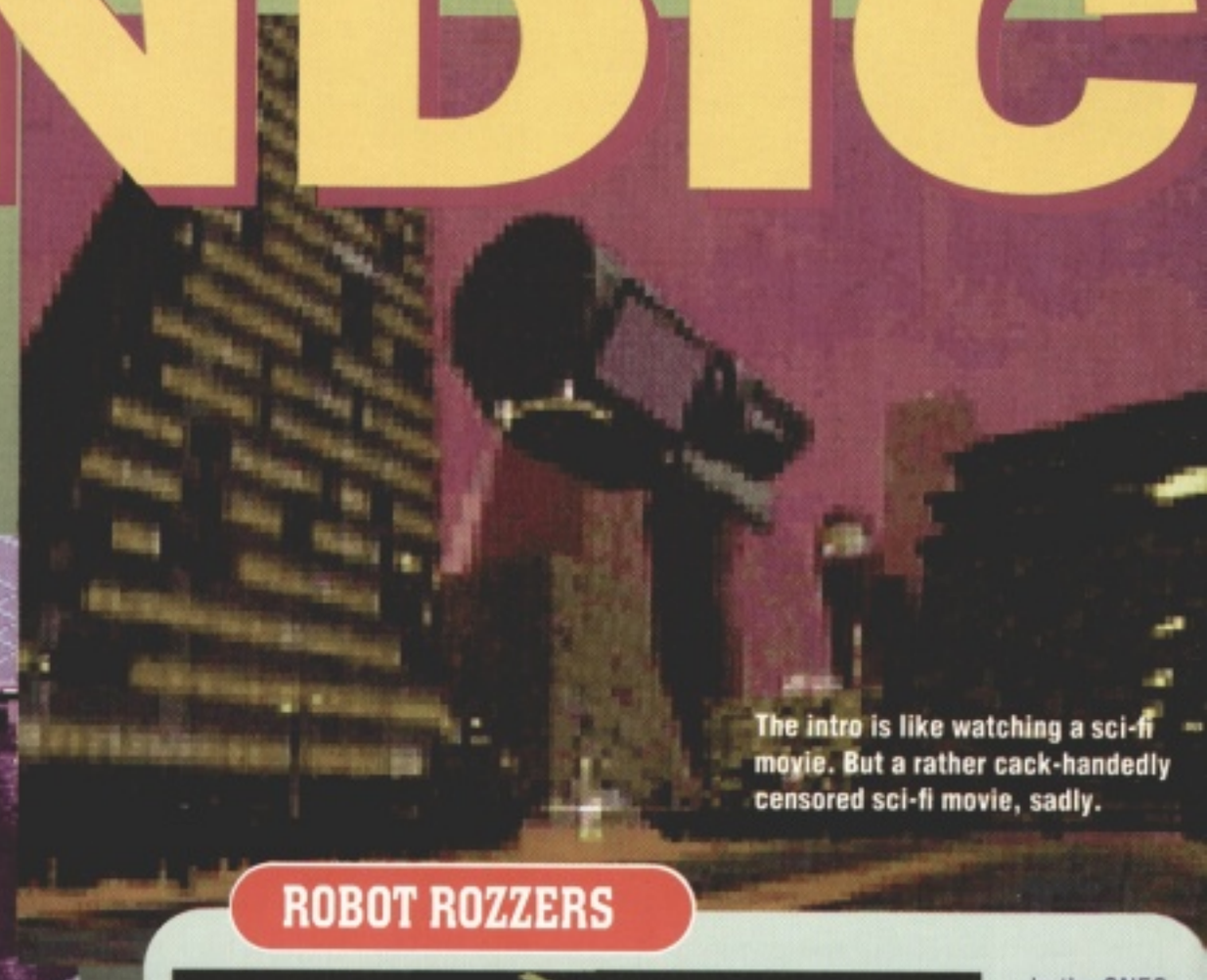
'The Super Famicom'. A Japanese games journal recently featured this artist's impression of the VR32. Note how they've assumed a variation on the 8-button SNES pad.

SYNDIC

Sim City with guns, eh? Then this is where Dr Wright gets his...



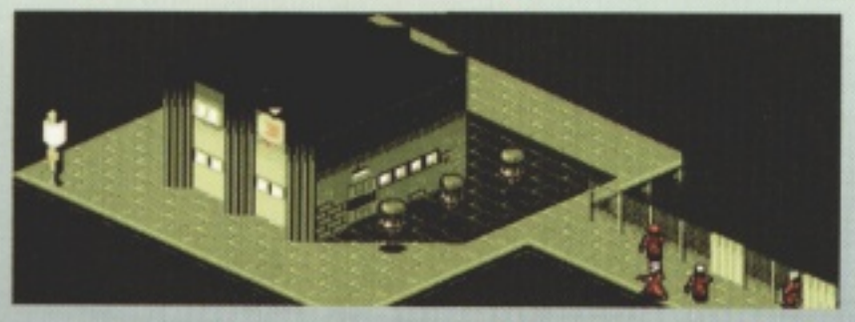
Welcome To The Dark Future. As your airship sits above the squalor of New Berlin, you supervise the activity of a cyborg assault team. The Company will reward you handsomely.



The intro is like watching a sci-fi movie. But a rather cack-handedly censored sci-fi movie, sadly.

It was supposed to be a quiet undercover operation, but the rival Sphinx syndicate had other plans.

ROBOT ROZZERS



In the SNES version, all human police and security guards have been replaced with 'droids'.

Who decided that crowds of civilians being cut down by machine-gun fire was okay, but taking a pot-shot at armed authority figures was a no-no? Fascists.

The two-player mode means you can now cooperate on missions with a partner.

URBAN JUNGLE

Recreating the original game's 3D cityscapes on the SNES has been a triumph of redesign. Until you see it for yourself you won't appreciate the attention to detail: street-lights, vidphone kiosks, flashing neon signs and video adverts with several frames of animation have all been accommodated as mere background frippery. And unless you've read our work-in-progress back in *SP*22, you probably won't notice that optical illusions have made a flat, 2D playing environment appear to contain many different levels. Impressive stuff from the Bullfrog team.

ATE

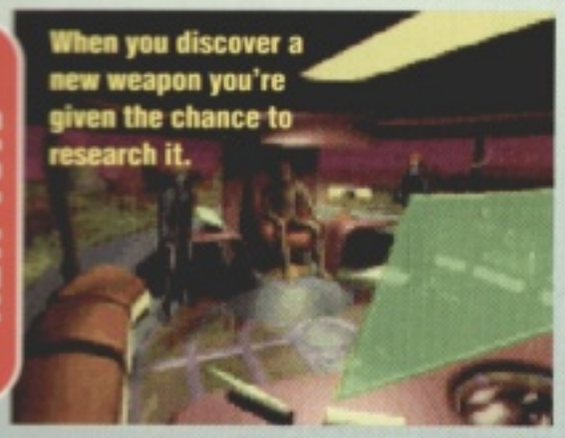
UK Release

Game: Syndicate
Publisher: Ocean
Developer: Bullfrog
Price: £49.99
Release: End of November
Players: 1 or 2
Cart ROM: 8 Mbits

'Can I have an ice-cream?'

The real stars are the guns, of course, and *Syndicate* provides the finest hardware since Acclaim's *Alien 3*.

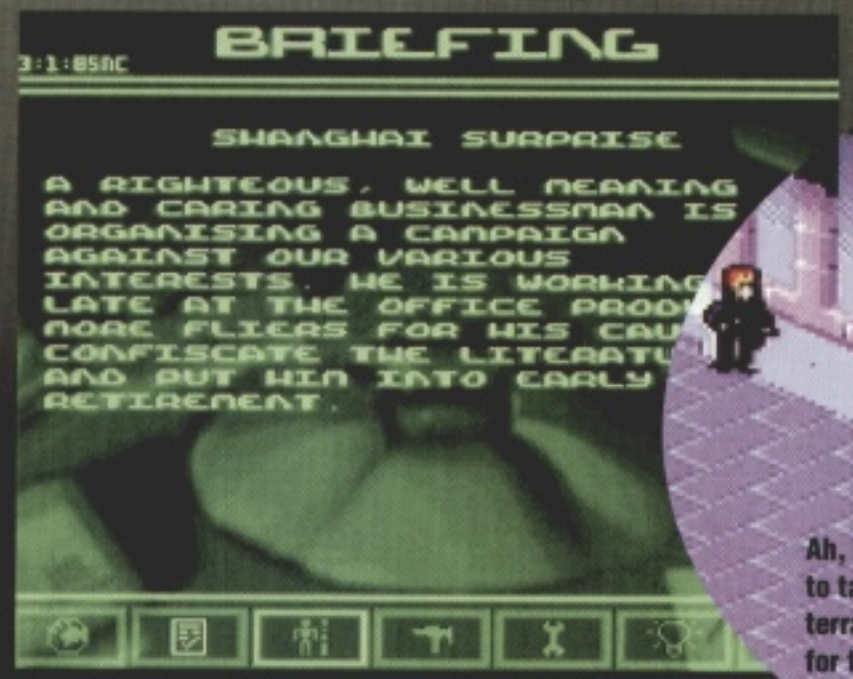
NEW TOYS



When you discover a new weapon you're given the chance to research it.

This graph shows your investment in the costly R&D process.

Finally, you'll be able to manufacture the weapon and supply it to your agents. This chiller gun is effective against vehicles.

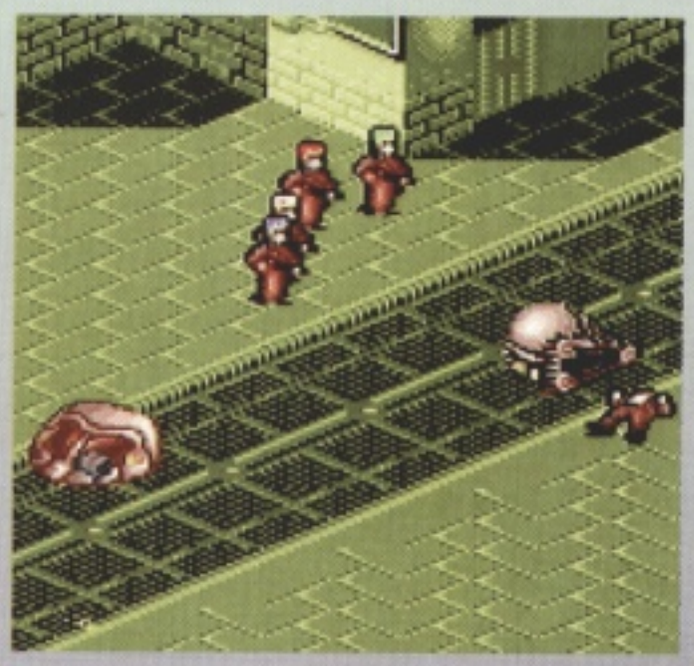

BRIEFING
SHANGHAI SURPRISE
A RIGHTEOUS, WELL MEANING AND CARING BUSINESSMAN IS ORGANISING A CAMPAIGN AGAINST OUR VARIOUS INTERESTS. HE IS WORKING LATE AT THE OFFICE PROD MORE FLIERS FOR HIS CAU CONFISCATE THE LITERATU AND PUT HIM INTO EARLY RETIREMENT.

Euphemism is the key to the all-new mission briefings. They're innocently worded, but they basically suggest you go and kill plenty of people in many horrid ways.

Ah, the tactics. You must learn how to tackle the enemy using surprise, terrain and the appropriate weapons for the situation.

SYNFUL BEHAVIOUR

Don't listen to the self-appointed moralists: it may not be family entertainment, but Syndicate is not an amoral game. You simply play an amoral character, a ruthless corporate executive assigned to oversee covert operations. Half the fun comes in assuming that role, and it won't corrupt you any more than Michael Douglas was corrupted by playing Gordon Gecko in Wall Street. Er, sort of.



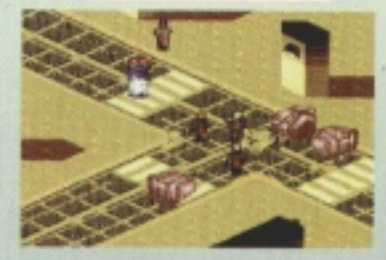
fire was ascists.

In the SNES version, all human police and security guards have been replaced with 'droids'.

eans on .

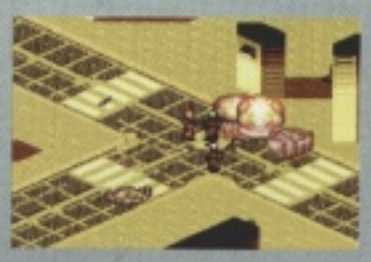
In times of panic you can hit the L&R buttons to boost the attributes of your cyborgs. I don't know how Nintendo will explain it, but in the original it was the result of administering PCP-style combat drugs...

WHEELS



Three steps to happy motoring in *Syndicate:* (i) respect the traffic cops.

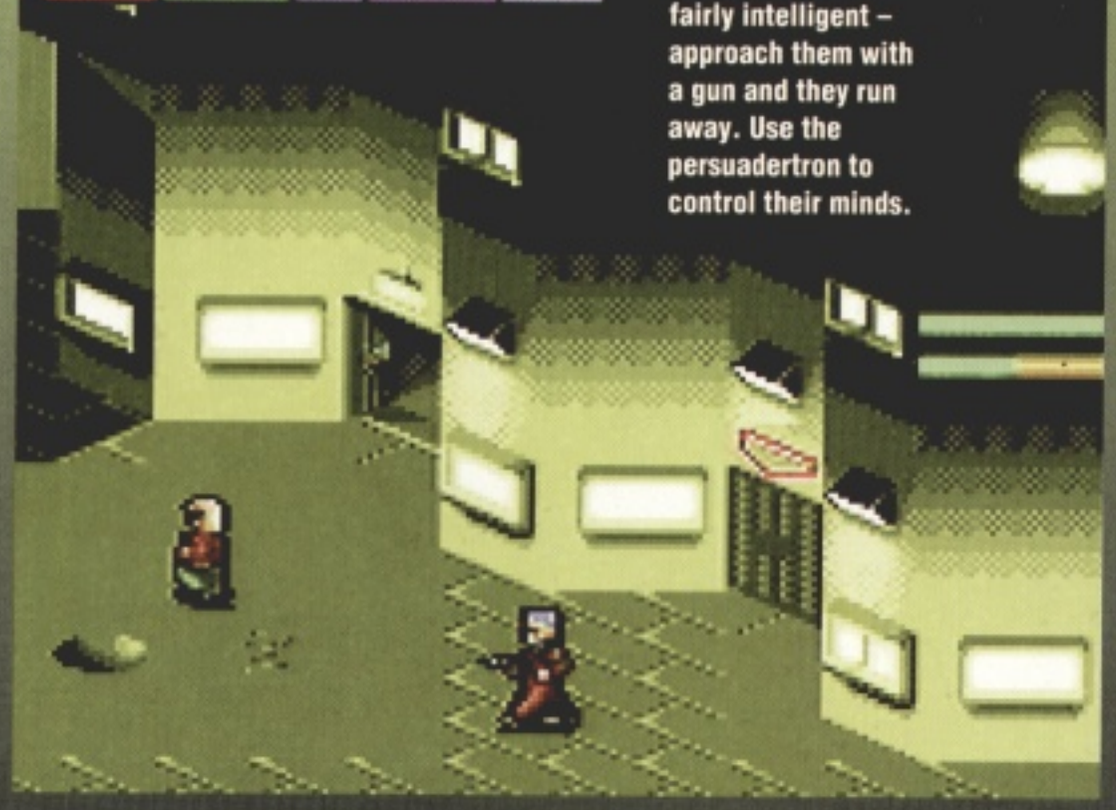
(ii) Never give way to other cars at a junction.



(iii) Make sure that the road ahead is clear before pulling out.

You need the car to pass through this barrier, so don't blow it up.

A toothpaste ad beams at you from the wall of your assassination target's office.

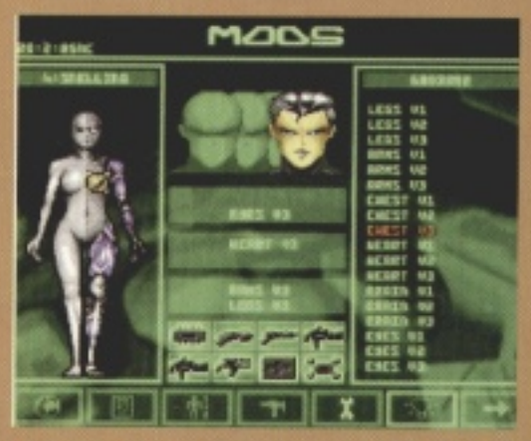


The citizens are fairly intelligent – approach them with a gun and they run away. Use the persuadertron to control their minds.

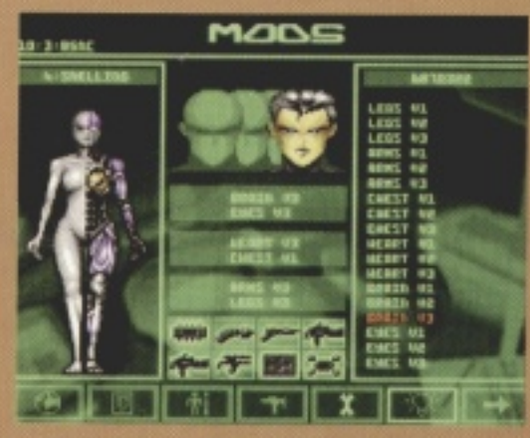
PLASTIC BERTRAND

At the start of the game your agents are fairly puny cyborgs with no special cybernetic enhancements. Upgrade their bodies as you progress.

The map shows the territories held and currently paying you taxes. Each area equates to one mission.



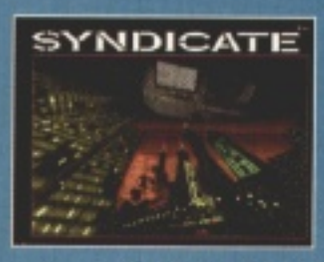
Agent Snelling is well equipped, but not well protected. Fortunately we have the money to modify her soft bits.



The V3 Brain will optimise her reflexes, whilst her V1 chest offers moderate armour. Oi, no sniggering at the back.

Blimey, it's that geezer from Orbital. I always knew there was something odd about him, but I never guessed this...

GOOD, BAD OR UGLY?



Syndicate on the PC – one of my favourite games of all time. Hard-nosed strategy, wanton violence and an atmosphere so dark and heavy that you need IR goggles and nitrous oxide to play it. Ah, the happy hours I've spent hijacking busy ambulances to perform a drive-by shooting on a rival operative.

Thankfully, this conversion retains the gloomy Cyberpunk mood and heavy gunplay that provides the game's cathartic appeal. The minimalist '80s sci-fi thriller soundtrack gets more frantic whenever trouble approaches, and I defy you to feel anything other than a frisson of insane glee when you hear the pump-action shotgun put to work (Cha-chak... Boom! Cha-chak... Boom!). What's more, it looks incredible: the isometric 3D environs are stunningly designed and detailed, with no visible slowdown despite the many 'intelligent' sprites of citizens and cars moving on screen and off.

Unfortunately, this version of *Syndicate* has a new control method. The original game used a two-button mouse for moving and aiming, much like the forthcoming *Cannon Fodder* from Sensible Software: click to where you want your agents to move, and they walk to that point. As they're walking along you can aim their guns in any direction. On the SNES, however, the developers have opted to use the joypad in a ridiculously complex manner. Move with the D-Pad, hold X and press left or right to select your weapon; hold Y and press up to hide it; hold X and push down to drop it; A to fire it; hold Y and press left or right to select another agent... I got used to it eventually, but my point is that it completely alters the gameplay. You can't send your four agents running to different locations simultaneously, and instead of aiming your guns you have to wait for a gunsight to appear automatically on the nearest target. It rules out sniper shots, you can't 'sweep' a crowd of enemies with a swathe of automatic fire, and certain important sophisticated strategies are thus lost: no blowing up fleeing vehicles (and nearby cyborgs) with a few well-aimed rifle shots, or detonating enemy booby traps with a bullet. The Long Range Rifle is a joke, as it's now impossible to shoot anyone who isn't standing right next to you.

What's more, it's very short. The cities are smaller, the mission briefs are briefer and somewhat repetitive and I waltzed through most of them on my first attempt. Even the territorial acquisition/budgeting aspect is easier. As a result I finished the game in just three evenings and completed it twice in the course of writing this review. No thanks to the passwords: it's bad enough to have twenty-digit codes, but putting them in a futurist font where you can't tell B from 8 or W from H is frankly criminal.

Overall, I was immensely disappointed with *Syndicate*. What has been lost, changed or simplified for the console market has made the game half as clever. Anyone coming to the game for the first time will still find an entertaining and highly original action/strategy game, worthy of attention, but it's a pale imitation of the PC version.

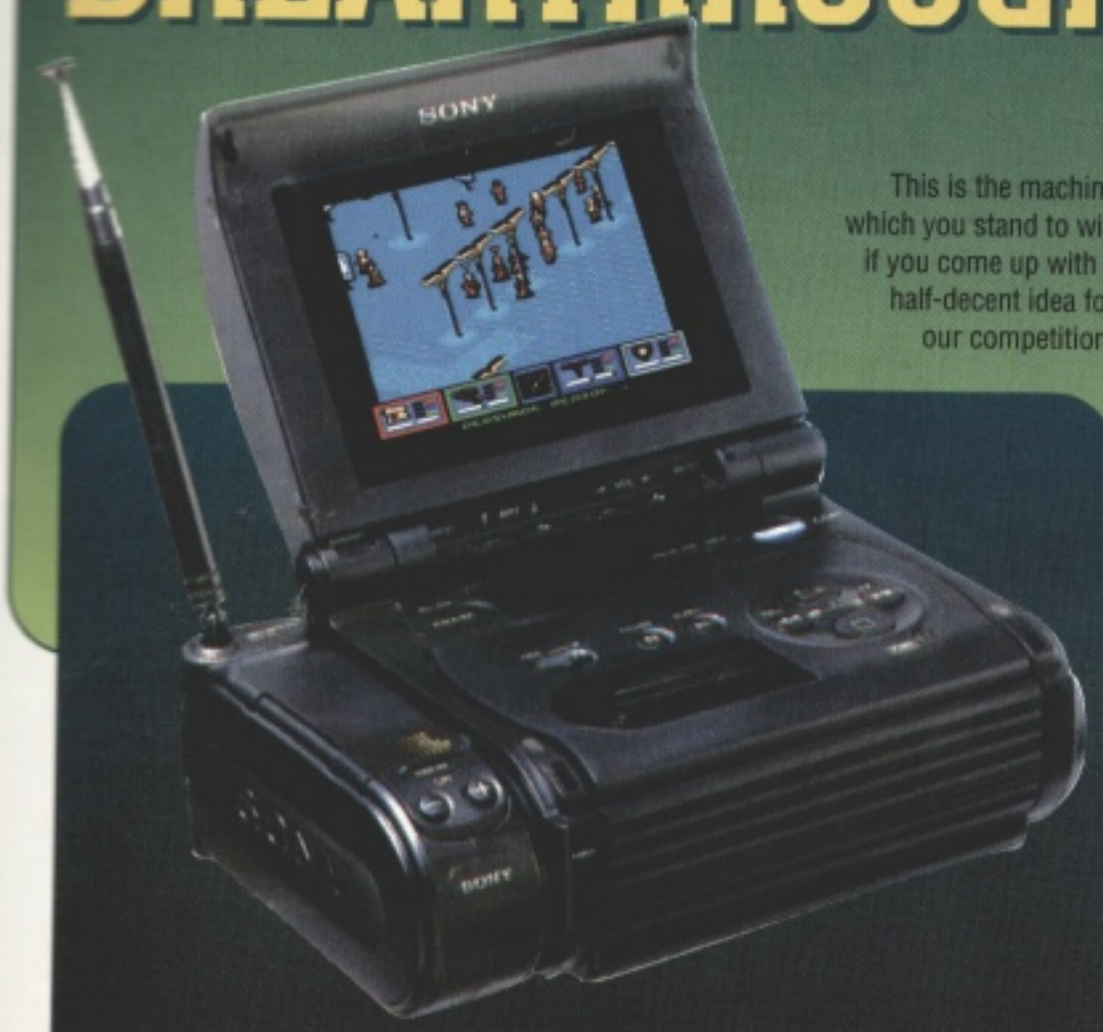
● Zy Nicholson

GRAPHICS	SOUND	GAMEPLAY
86%	79%	84%
GAMELIFE	OVERALL SCORE:	80%
45%		

VERDICT: Not the classic you'll find on other formats, but it's still a tidy little strategy shooter with a compulsive playability.

WIN! WIN! WIN A TECHNOLOGICAL BREAKTHROUGH!

S*yndicate* won a great many fans on the Amiga and PC, and is now available on the Super Nintendo. An entire world of spies, rebels, cyborgs and weapons has been crammed into the SNES, and the complex, detailed scenarios have been worked out by a great many minds far more intelligent than our own. The end result is a game which has just been crying out for a decent competition.



This is the machine which you stand to win if you come up with a half-decent idea for our competition.

Yes, thanks to our good chums at Ocean, we've managed to get hold of an astonishing piece of electronic entertainment apparatus. And we're going to give it away right now. It's a fully-portable audio-visual entertainment system and is the following;

- A high-quality portable colour TV
- A video recorder (using Video 8 cassettes)
- A Hi8 tape player capable to displaying NTSC Video 8 tapes as well.
- An editing suite for camcorder Video 8 tapes (with an LANC socket)

Called the GV-S50E-KIT, this remarkable machine is perfect boasts a 4" flip-up active matrix LCD screen and can run off the mains as well as having an on-board rechargeable battery for full portability.

So what would you use it for? Well, it's a fully mobile TV and VCR, ideal for holidaying or travelling. And it's capable of playing back Camcorder tapes in full colour. Even NTSC tapes. So you need never miss anything decent on the telly. And the really decent things you can record and watch again and again in perfect quality as well. So if you fancy owning one of the smallest TV and VCR combinations in the world (worth over £1,000), you'd better get entering this competition.

All you have to do is invent a *Syndicate*-style gun which could help a secret, James Bond-style agent fulfil his mission. For example, the game features the Persuadertron (which, when fired at folk, gets them to follow you around). So you must either draw and explain, or simply describe in words a gun which won't kill people, but has a far more bizarre effect. Here are a few rather humorous weapons we've just thought of;

- The Tommy Gun. This blinds and deafens your enemies, but also gives them an astonishing ability to play pinball while The Who sing along in the background.

- The Baker Machine Pistol. This makes the sound of someone playing a musical instrument filled with water. It sometimes sounds like a table full of crockery being smashed. It also talks about football in an overly matey way. Doesn't kill, unless people die of boredom.

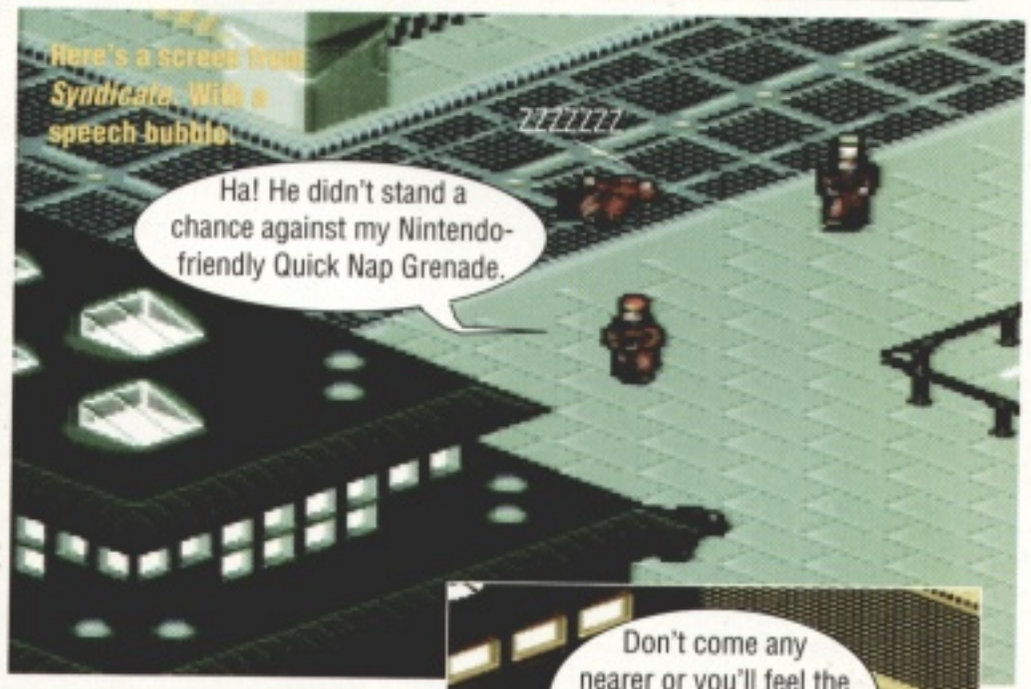
- The Magnum. Don't shoot people with this. Give it to them and they'll want to be on their own, somewhere they can suck it for ages, thus rendering them no threat to anyone.

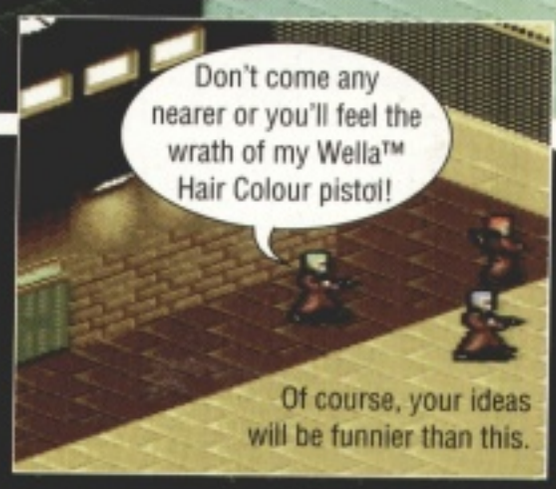
See? We've just thought of those now, honestly! And you must be able to do much better than that. So send us an idea of a rather amusing gun (and remember, you can draw it as well, if it helps) and you could win yourself the brilliant £1,100 portable audio/visual entertainment system.

And as if that wasn't enough, 10 lucky runners-up will be receiving a limited edition *Syndicate* mission case, styled in black and green *Syndicate* livery, featuring the *Syndicate* logo. They'll also get a limited edition *Syndicate* T-shirt and a *Syndicate* agent's access card.

So don't delay – think of an amusing gun-type thing today! And if we think your idea is the funniest, you'll be walking around with the latest in Sony technology tucked under your armpit. And if you're bloody funny (but not as funny as the winner) you could get the exclusive *Syndicate* case, T-shirt and card).

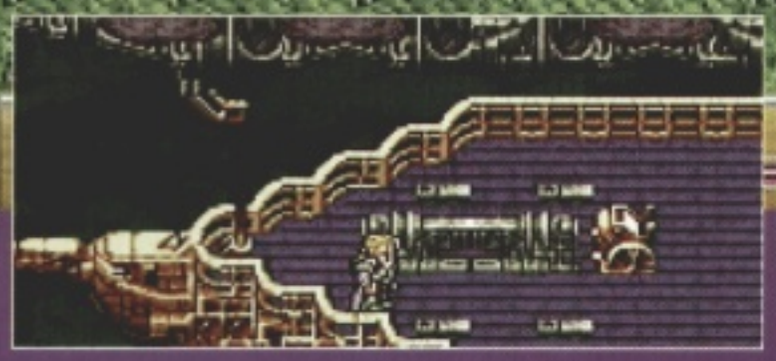
Send your entries to The *Syndicate* Competition, *Super Play*, 29 Monmouth Street, Bath, Avon BA1 2DL. The closing date is the 30 November 1994.


Here's a screen from *Syndicate*. With a speech bubble.
Ha! He didn't stand a chance against my Nintendo-friendly Quick Nap Grenade.



Of course, your ideas will be funnier than this.

Terra bathes her opponent in fire, as yet unaware of the true power this particular adversary commands.



Right: Yes, it's the obligatory airship, owned by the notorious gambler and famed fop, Setzer.

Here she models the latest in Magitek Armour.

TERRA

Terra begins the game with severe amnesia, serving as a pawn in the evil Empire's plans. Surprisingly, she's also the only true magic user in the tale.

A CAST OF THOUSANDS

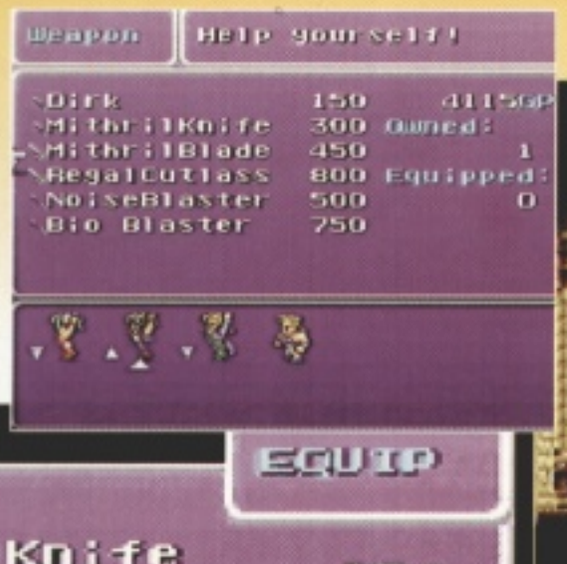
The characters in *FFIII* are a many and varied bunch. Introducing some of the key cast members, then...

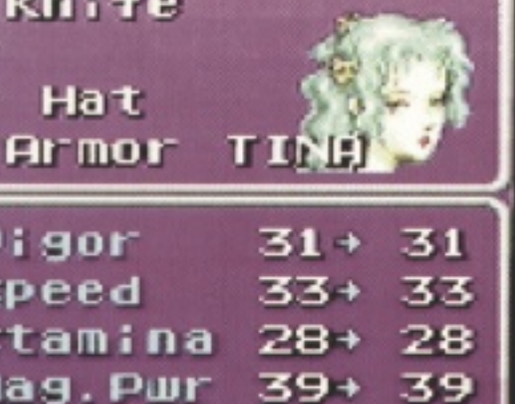
FINAL FA

It was a time of magic, a time of war and a time of little numbers popping up above your head whenever you got attacked going down to the newsagents.

US Release

Game: Final Fantasy III
Publisher: Square Soft
Developer: In-house
Price: £69.99
Release: Out now
Players: See text
Cart ROM: 24 Mbit
Adaptor: NTSC only
Game supplied by:
Zap Computers (0532) 590077



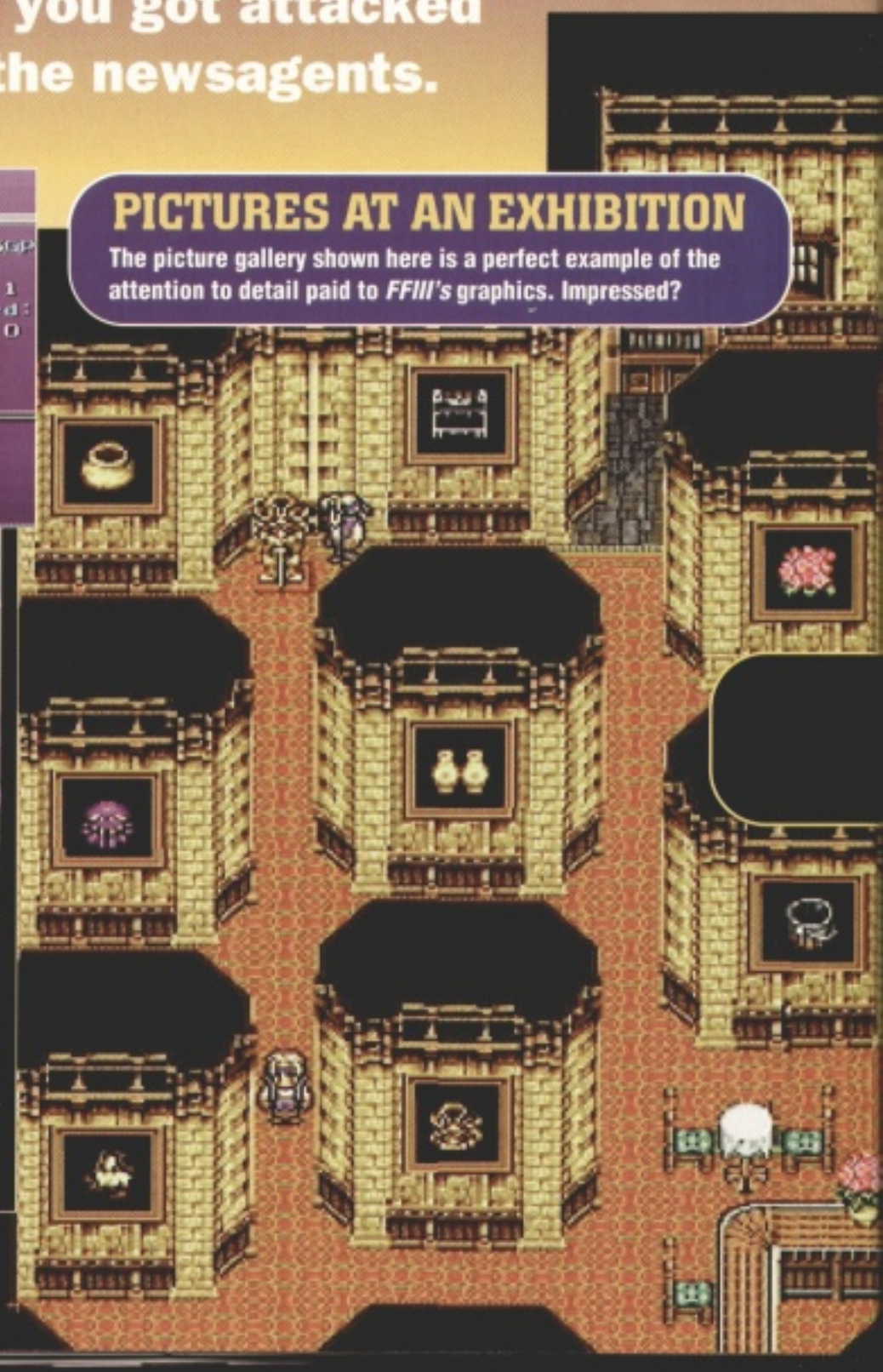


LIVING BY NUMBERS

The bulk of *FFIII's* front-end remains similar to *FFII*, however there are many improvements. The examples here are the weapons purchasing screen which indicates which character would benefit from a potential buy and by how much, and the individual equipping section which details the benefits in exact terms.

PICTURES AT AN EXHIBITION

The picture gallery shown here is a perfect example of the attention to detail paid to *FFIII's* graphics. Impressed?



egins the game
evere amnesia,
as a pawn in
Empire's plans.
ingly, she's also
y true magic
the tale.

LOCKE

The life of a common thief is deemed too low by Locke, who prefers to describe himself as a treasure hunter. He's as cunning as a weasel and charming with it.

EDGAR

A master with all things mechanical and a desperate wannabe hit with the ladies, Edgar is a young prince who proves to be most useful in combat.

SABIN

Edgar's blood brother, and a master of the martial arts. Indeed, his mighty Blitz attacks actually require *SFII*-style joypad moves to be carefully executed!

CYAN

Hailing from the doomed castle of Doma, Cyan is a master swordsman with a range of eight truly devastating special attacks. A tough nut.

CELES

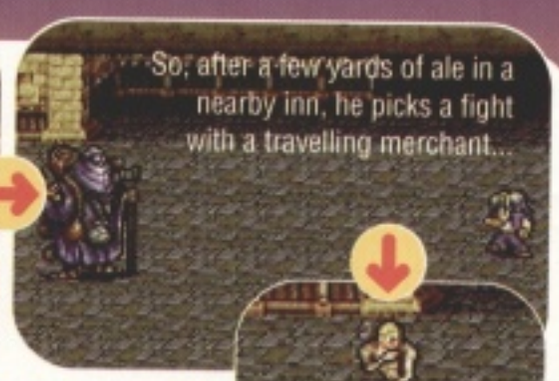
Upon realising the true depths of the Empire's sinister plans, Celes decides to join the resistance. Her special Runic ability absorbs enemies' spells.

ANTASY III

a
your

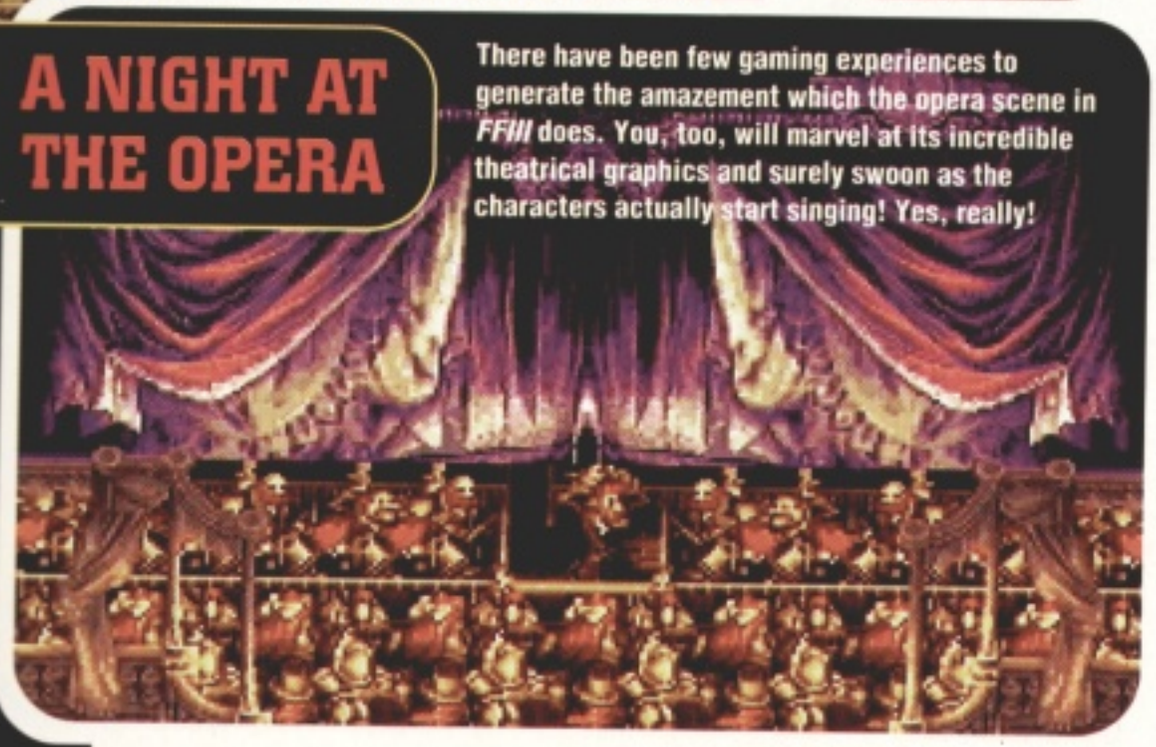
TO CATCH A THIEF

When faced with an apparently impassible section, Locke is forced to exploit his thieving talents to their fullest...



A NIGHT AT THE OPERA

There have been few gaming experiences to generate the amazement which the opera scene in *FFIII* does. You, too, will marvel at its incredible theatrical graphics and surely swoon as the characters actually start singing! Yes, really!



WIL BUTTS IN...

Picture the scene; another late night at the office. It's 11.30 and we're all tired. Tony's taking the screenshots for *Final Fantasy III* and I'm supposed to be painting the cover, but half the time I'm following the action on the screen. Midnight arrives and we're all turfed out, but for some, bed is not an option. With the *Super Play* pointy RPG pixey hat firmly wedged on my head – *Final Fantasy III* awaits!

It's 3.30 in the morning before I finally turn in, and since the cartridge first arrived in the office this is not a one-off occurrence! I've been battling with the Japanese version, *Final Fantasy VI*, for some months now and although it's been great fun, my command of the language just isn't up to the huge amount of text the *FFVI* story offers. So it was with some excitement that I awaited the American release... and it doesn't disappoint. While I may be in the minority (and ripe for ribbing from *UFG's* Frank O'Connor), I actually prefer this turn-based combat to action RPGs. Anyway, with a full party of four characters, the real-time battles can get just as hairy as anything in *Mana*, and you get a far wider choice of attacks. The seemingly flawless menu system soon becomes second nature, allowing you to concentrate on strategy and tactics rather than losing because you can't get an attack out quickly enough. Even Sabin's *Street Fighter II*-style attacks become quick and easy to access.

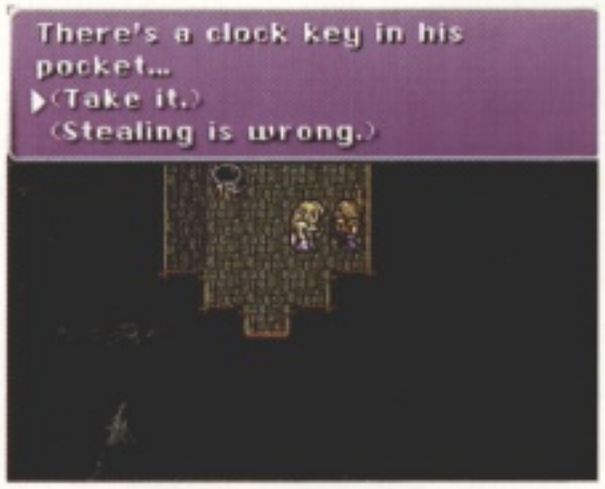
The American translation is (as we've already seen in numerous anime video dubs) rather lightweight with proud and honorable kings spouting slang like they were born in the ghettos of New York. I would have preferred it if things were kept a little more serious and in keeping with the whole *Final Fantasy* world, but this is nothing more than an irritating niggle and certainly nothing to worry about.

As far as I'm concerned, the amount of skill and imagination that's gone into *Final Fantasy III* is worth a dozen *Mortal Kombat II's*. This is the best game I've played all year and easily the best console RPG ever. Ummm... I feel like another trip to the opera.

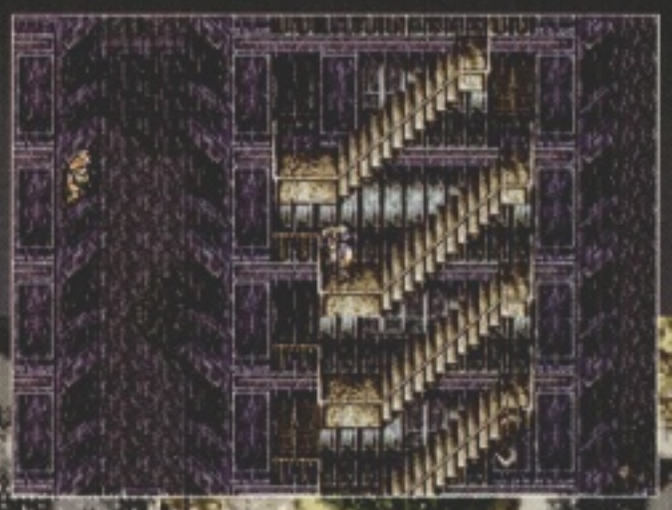
A WORLD OF CHOICES

Be prepared to take the twists and turns of *FFIII's* plot into your own hands via the layer-upon-layer of multiple choice options which face you in your quest.

Clockwise from left: The three-way choice which splits up the party; something of a moral dilemma for all you pure-hearted types; a fight ready for the asking.



Right: This high-rise tower block is even nicer than Cheesy Peas, I reckon. And check out that atmospheric driving rain effect!



Below: Still not convinced by the claims about the graphics yet?

GOOD, BAD OR UGLY?

It's something of a shame that *Final Fantasy II* hasn't enjoyed much space within these pages in the past; a 90% review in last year's *Super Play Gold* and a recent revival within Mode 7 was the extent of its coverage. It's due in part to limited availability – indeed, after making numerous calls to importers country-wide I resorted to picking up a copy second-hand when I bought mine some 18 months ago. But for anyone wanting a genuine slice of Japanese-style RPG gaming it's not to be missed. And that goes doubly for this, the sequel.

Whereas most of *FFII's* charm was borne out of its captivating narrative, *FFIII* shimmers like a precious jewel in *every* respect. The soundtrack must rank among the most film-like I've heard on the SNES. It has a much more marchy, majestic feel than the often dreamy selection from *Mana*, but it's no less entertaining for it. As it coasts in over the intro sequence accompanied by some remarkable windy weather sound effects you know immediately that this is going to be a special piece of software.

The graphics are no less impressive, either. Whether you're clumping your party through torch-lit passageways or just searching out some hidden items among the clutter in some unknowing NPC's bedroom, for example, your eyes are never anything less than treated to a feast. The overground sections use a new technique (as Square's Ted Woolsey mentioned in the interview from *SP*23) which blends traditional computer built-up artwork with digitised backdrops. The resultant effect is a quite beautiful journey through the imaginations of the 10graphics designers behind the project. Attention to detail is also brought to the fore, particular examples being the steam which belches from overworked boilers in the opening scenes; the perfectly animated waterwheels which splash as they turn in the town of South Figaro; and the layer of mist which meanders over the land while you traverse a fresh mountainside as your quest develops. It certainly is one looker of a game – exemplified by the praise heaped upon its charisma by even the most normally-reserved passers-by.

Beyond everything else, however, it's the control interface which impressed me most. I was expecting the level of user-friendliness which prolonged playing of *FFII* revealed, but this blew me away. Everything at the front-end has been tightened up and tweaked to make it spades more logical and user-friendly than before. Plus there are the numerous 'intelligent' menu options which top things off like so many bags of hundreds and thousands. I'm sure we won't see a more complex but intuitive RPG than this for a long while.

But what about anyone not familiar with the game system and the way Square's RPGs work? Fortunately, I can't see that being a problem. In fact, perhaps due to *FFII's* comparative unpopularity in the States, Square seem to have made *FFIII* extraordinarily accessible. Right from the start you're given a helping hand with hints on combat and the use of special items and their like. These pointers never intrude or patronise as you might expect, however, as it's all been entwined in the game's plot via meetings with fellow characters and through other craftily engineered touches.

The game's plot is, of course, as absorbing as a sponge the size of the Rock of Gibraltar, with inter-family rivalry, political struggles and even failed romances all occurring, with characters drifting in and out of your party as the adventure catalogues their lives. Indeed, it's an extension of this element which further sets the game apart from its contemporaries. A plot development forces the adventurers to split into three groups at one point whereupon you're forced to choose which party to take control of. It doesn't matter which order you tackle them in, but I think anyone would agree that it's simply a stroke of game design genius. And unusually, events appear to have remained intact from the Japanese original, with little censorship apparent. Even the scene in which the helpless Celes, a traitorous female former army general, is manacled and beaten to unconsciousness (!) by Empire soldiers, appears in its dubious glory.

And...and...well, there's just so much to tell you about this game, three pages just isn't enough – it's that huge both in size of quest and general game complexity. Committed *FFII* and *BOF* fans will, I suspect, already have this cart in their collection by the time this issue hits the shelves and are having a Moby Dick of a time. And *Mana* and *Zelda* fans willing to lock those itchy trigger fingers away for a few weeks, instead getting by on patience and grey matter alone will find solace here, too. This is the best RPG on the SNES and thus one of the best video games ever, I believe. We're having trouble convincing our pals on neighbouring mag *UFG*, though, but they spend all day playing stuff like *Dragon's Lair* on the CDi. It's addled their brains and they don't know what they're missing. Don't you dare behave the same way yourself.

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
96%	95%	94%
GAMELIFE	OVERALL SCORE:	
93%		95%

VERDICT: A game to rekindle any SNES owner's romance with their machine. Too slow paced for some, perhaps, but those willing to put in the effort will be rewarded with a gaming experience of a quality all too rarely seen.

us. And
nained
th little
in
s female
d beaten
diers,

uch to
just
size of

suspect,
on by
d are
ana and
trigger
l getting
will
RPG on
eo
ouble
mag
laying
addled
t
e the

ny Mott

PLAY
%
%
eir
me,
t in
a
all

(Average Bear)

Smarter than
the average bear.

(Yogi™ Bear)

Accept no substitutes.

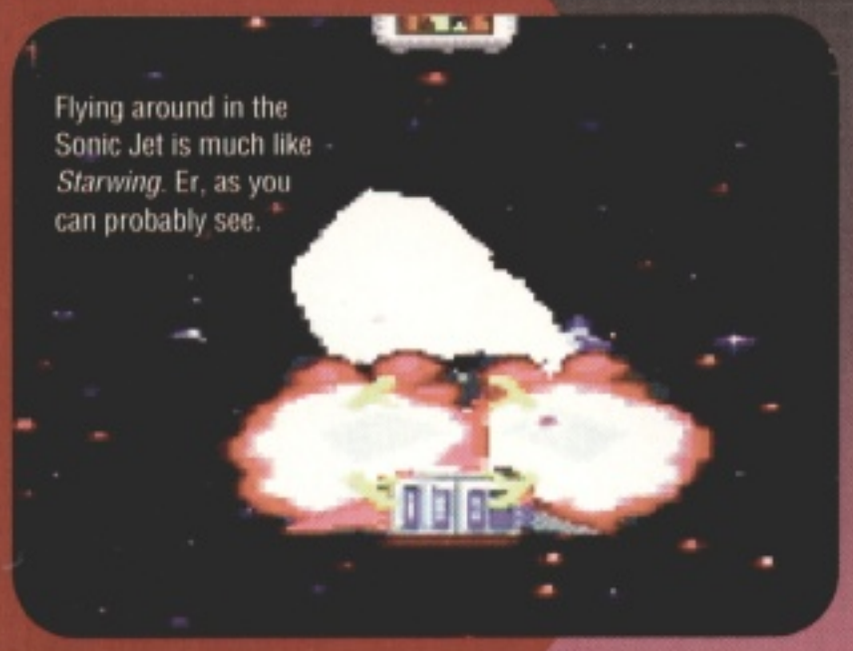
Hey Boo-Boo™, don't settle for some bogus Yogi™! Help America's favourite cartoon bear save Jellystone Park™ from a grizzly end. Report to your local retailer for Yogi™ on Super NES® and GameBoy® ...smarter than the average game.

Hanna-Barbera® CYBERSOFT GAMETEK LICENSED BY Nintendo GAME BOY

Yogi Bear™ and all character names, likenesses and related indicia are trademarks of Hanna-Barbera Productions, Inc. © 1994 Hanna-Barbera Productions, Inc. All Rights Reserved. © 1994 Entertainment International (UK) Ltd. © 1994 GameTek, Inc. GameTek is a registered trademark of I.J.E., Inc. 2999 N.E.191st Street, Suite 500, Aventura, FL 33180. GAME BOY, NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. ©1991 NINTENDO OF AMERICA INC. © 1994 Cybersoft Inc. is a subsidiary of I.J.E., Inc. All Rights Reserved. MADE IN JAPAN.

STARWING REVISITED

This level sees you floating along a big space-lane, blasting the foe which are foolish enough to tangle with you. It doesn't involve any land-based nonsense at all, and there's even a huge boss to smack in at the end of it. If you were half-decent at *Starwing*, you'll feel right at home with *Vortex*

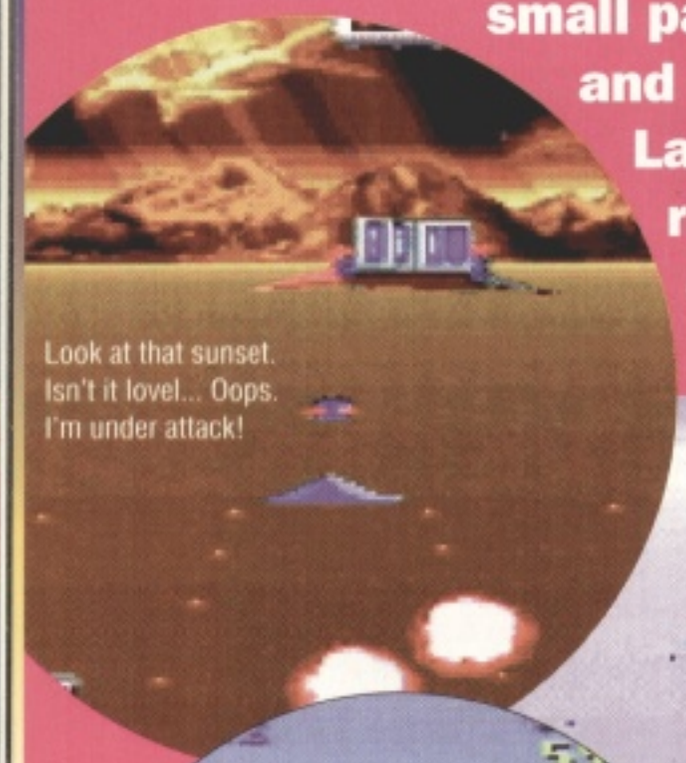


Flying around in the Sonic Jet is much like *Starwing*. Er, as you can probably see.

Fire missiles at those evil, nasty baddies! Hurt, maim them! Make them go away! Aarrggh!

VORTEX

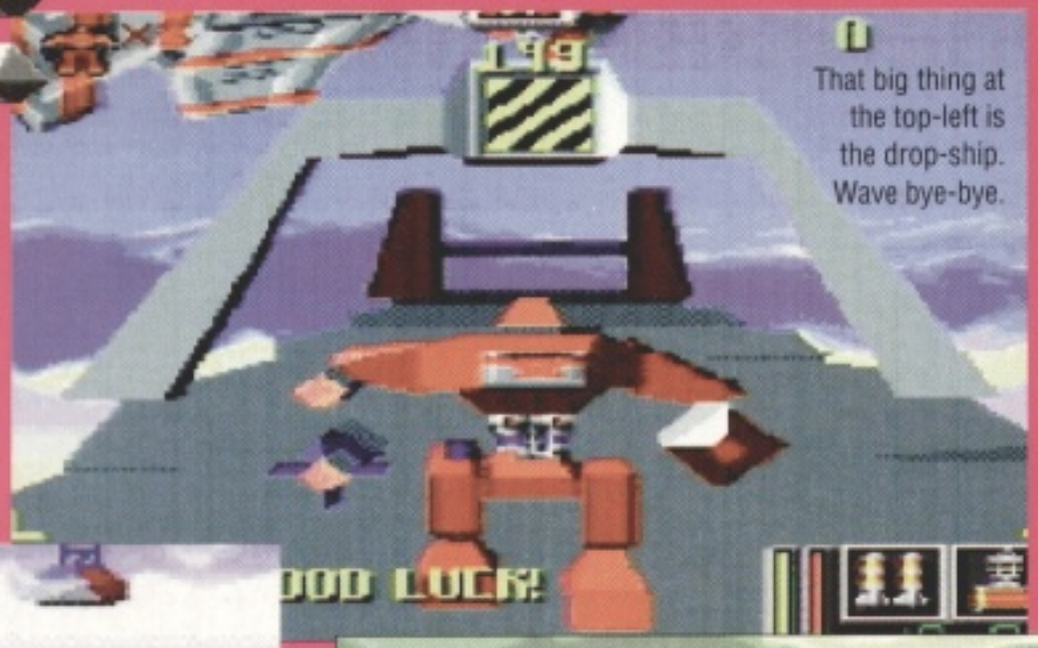
4 Meg? And pigs fly, Belgium is run by a small pancake and Cyndi Lauper was raised by a family of eels in Acton.



Look at that sunset. Isn't it lovel... Oops. I'm under attack!

Voltair. My fave level. It's one long bridge, and it's dead tough.

What a mess. Golly.



That big thing at the top-left is the drop-ship. Wave bye-bye.

The smoke is from missile launches. Ha!

VORTEX CLEANS UP UNDER THE RIM

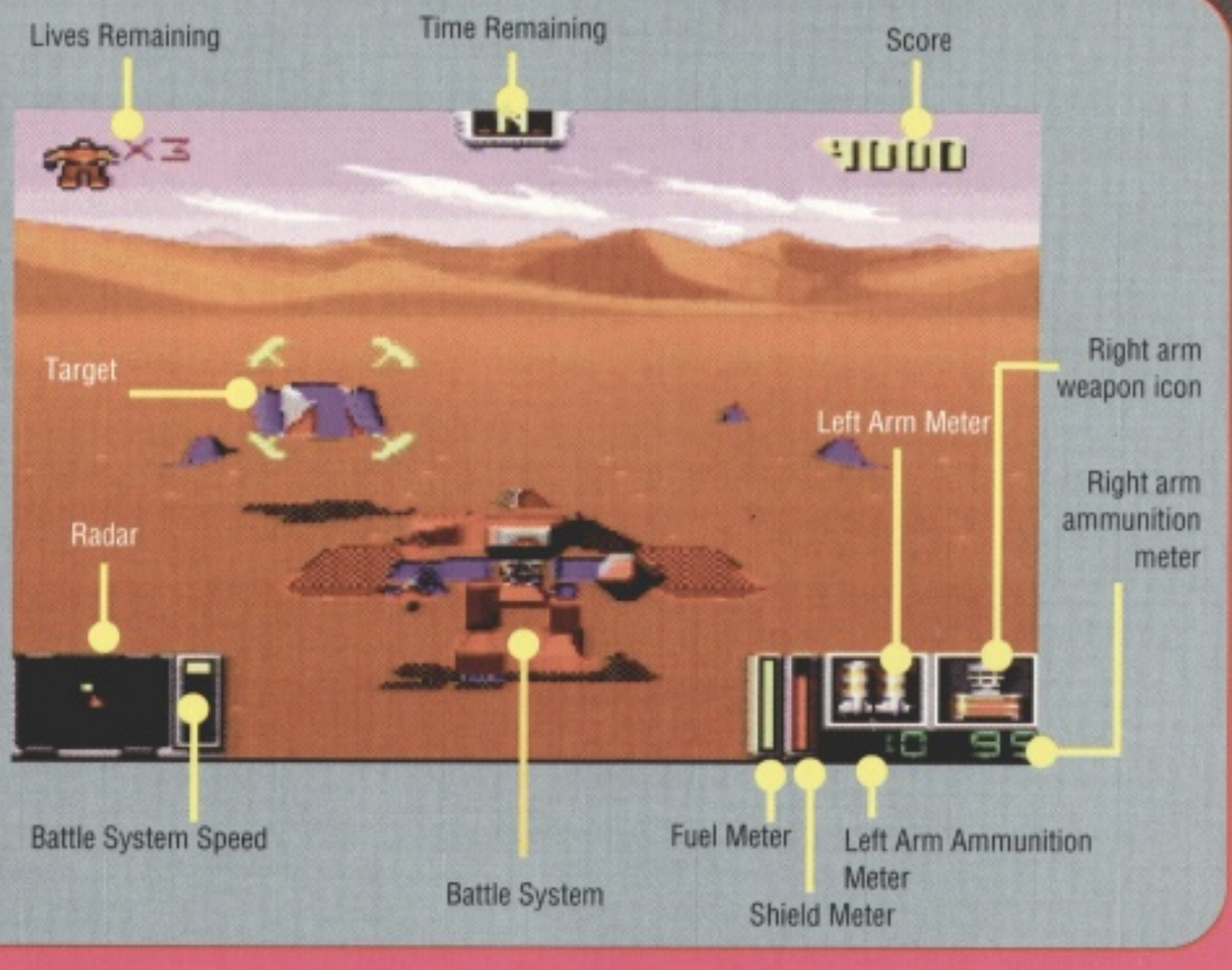
The weapon targeting system really is vastly useful.

Yes it does. But in order to be good at *Vortex*, you'll have to practise a lot. This means familiarising yourself with the training missions. There are three of these, and they're actually rather exciting. To complete them, you must destroy a certain number of enemy vessels, and you get unlimited ammo to do this. So it's actually possible to stand still and spin round on your axis, firing guided missiles off in waves. Possible, but not as much fun as going hunting.

UK Release

Game: Vortex
Publisher: Sony
Developer: Argonaut
Price: £54.99
Release: December
Players: 1
Cart ROM: 4 Mbits

EXPLAIN VORTEX TO ME. I'M EAGER TO LEARN



GOOD, BAD OR UGLY?

Yep. It really is just four meg, this game. But don't sneer, pucker and gripe; there's a cheeky Super FX chip in tucked in there as well, doing it's funky polygonal thing. And the whole thing was developed by the undisputed kings of the third dimension, Argonaut. Surely it can't fail?

Well, first, let's find out what it's all about. You play a robot transformer who has the power to be a mobile suit, a rocket-plane, a sort of static tank and a steam-roller. You can transmute into any of these at any time, but one of the keys to the game is to choose the correct form to be in at the correct time. Often it's just not enough to be the most destructive.

The game contains 10 missions, including three training scenarios. Some are land-based, others involve large expanses of water, and yet more are set solely in space. And they've got really nice names, like Thermis and Voltair (not that this makes much difference to the gameplay).

There are dozens of different enemies to take on in *Vortex*. They vary greatly, so after a few plays, you'll start to get to know them. Luckily you've got a wide selection of weaponry to use against them. Rather than be boring and list it all here, all I need to say is that it adds vastly to the scope of the game, because you have to work out a strategy for each scenario, rather than simply select the biggest weapon, use it until you run out of ammo, then select the next biggest and so on.

The graphics. What about them? Well, they're impressive. The game runs at high speed, and the 3D is flawless. Of course, you'll be strongly reminded of *Starwing*, but that's understandable. The game plays rather differently so it's not a problem. It's got a hectic, manic atmosphere because you can't look everywhere at once, and the enemies swarm at you from every angle and height. Every time you reach a new level, you spend much of your time involved with damage limitation. The best thing to do is make yourself into the Hard Shell tank and have a look through 360 degrees until you're sure of where the attacks are coming from. The radar is a godsend here.

There I go again; giving advice. But *Vortex* is the sort of game which everybody plays differently. It's not quite as long as I'd have liked, but the scenarios are involved and exciting. The controls take some mastering, and you'll spend much time working out which weapons and morphed form to use. It's all a learning curve, though. Play this game a lot and you'll reach a point at which *Vortex* stops just being fun, and becomes loads of fun.

● James Leach

GRAPHICS	SOUND	GAMEPLAY
86%	90%	91%
GAMELIFE	OVERALL SCORE:	90%
89%		

VERDICT: More chippage would have led to an even bigger (and thus better) game, but it's difficult to fault what's here. *Vortex* boasts marvellous 3D (with only the tiniest time-lag as you play) and incredible surround-sound. It's great fun once you master it!

SYNDICATE

The ultimate challenge

JAGUAR 64 64-BIT INTERACTIVE MULTIMEDIA SYSTEM

can handle the future

SYNDICATE AND ELECTRONIC ARTS ARE TRADEMARKS OF ELECTRONIC ARTS LTD.

BULLFROG IS A TRADEMARK OF BULLFROG PRODUCTIONS LTD.

© 1993-1994 BULLFROG PRODUCTIONS LTD.

SUPER NINTENDO™
ENTERTAINMENT SYSTEM

an you

lle the

ture

AND
C ARTS
MARKS
ONIC

S A
OF

NS LTD.

NS LTD.

In the dark and forbidding cities of tomorrow, crime Syndicates compete for global domination. As a Syndicate executive it's your mission to expand the Syndicate's empire, arming cyborg agents to the teeth and bringing chaos to the city streets.....

- Battle for global domination in 50 missions

- Storm through futuristic living cities, and spreading destruction

- Tool up your agents with Uzis and shotguns
- Research and develop better weapons

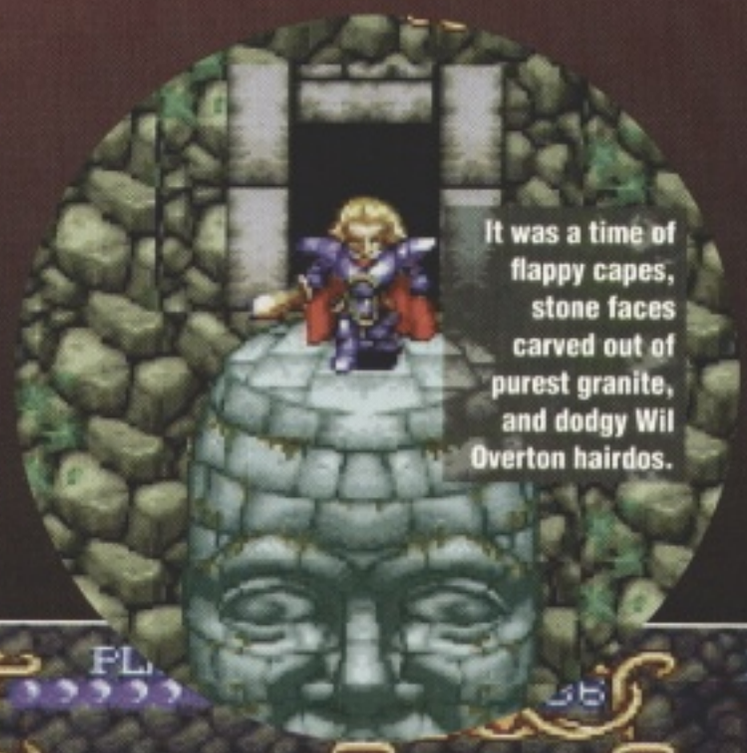
- Modify your Cyborgs with extra powerful limbs
- Stunning action-sensitive music

FROM BULLFROG PRODUCTIONS LTD.

OCEAN SOFTWARE LIMITED
2 CASTLE STREET . CASTLEFIELD . MANCHESTER . M3 4LZ
TEL: 061 832 6633 . FAX: 061 834 0650

ILLUSION OF GAIA

Gaia is the spirit of the earth which, taken literally, makes this a fairly unexciting-sounding game. Don't, however, be fooled...



It was a time of flappy capes, stone faces carved out of purest granite, and dodgy Wil Overton hairdos.

US Release

Game: Illusion of Gaia
Publisher: Nintendo
Developer: Quintet/Enix
Price: £60 approx
Release: Out now
Players: 1
Cart ROM: 16 Mbits + BB
Adaptor: NTSC only

Above: Hardcore RPG freaks will appreciate the hit points which pop up when you land a successful strike.

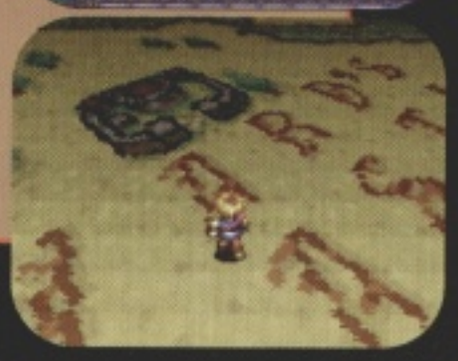
Left: Having solved a challenge which wouldn't even tax the average *Crystal Maze* contestant, Will can now proceed.

Stranded with only a snooty princess for company. Cah.

CARTOGRAPHY

Two types of map appear in *Gaia*. The first is a beautiful parchment-style affair, portrayed in full Mode 7-o-vision, which covers journeys between towns and other areas in the game world. The second can be pulled up during dungeon sequences and it represents neighbouring nasties in a radar style somewhat reminiscent of Berserk. It's important to be aware of how many bad guys are left – and indeed where they are – because certain sections can't be accessed without killing 'key' nasties, a la *Soulblazer*.

The map view (above right) is indicating a nasty – the blue face – right next to the player. The shot below is of the rather lovely Mode 7 overworld view.



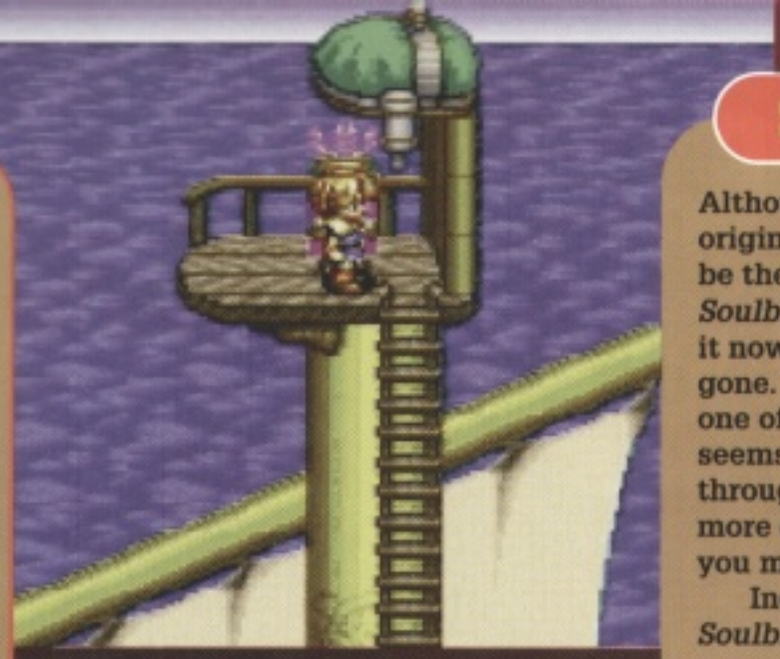
Attention to detail runs to pleasant extremes. Here, in the town of Freejia, blossom falls from trees and washing billows in the wind.

DARK SPACE!

Will is protected by the earth spirit Gaia itself, which offers advice throughout and the option to save progress. As the plot rolls out it endows Will with new abilities, upgrades to existing powers, and even the power to change his form from rather puny upstart to something more substantial.

After paying a visit to Dark Space fairly early in the game, Will is able to swap between his native form and that of the first upgrade, the golden-locked Freedan.

Freedan is a more dynamic fellow all round and as well as having obvious physical advantages like a further sword reach, can also use Dark Powers that Will cannot.



Above: Will takes up crow's nest duty and the ship is ready to set sail. Things are soon set to turn for the worse, however.

SOULBLAZER 2?

Although Enix of America originally claimed this to be the sequel to *Soulblazer*, all reference to it now appears to have gone. Except, perhaps, for one of the NPCs who seems to have slipped through the net which the more eagle-eyed amongst you may well recognise.

Incidentally, *Soulblazer* is now on official UK release from Ubi-Soft. Jason reviewed it originally way back in issue 2, awarding it a mighty healthy 89%. It still stands proud among ARPGs despite its age, and its official release is indeed cause for celebration. Huzzah!

Below left: The original *Soulblazer*, a splendid game. Below right: If you're already familiar with *Soulblazer*, this mangy mutt may ring bells.

Will finds his friend's mother having a sneaky smoke.Tsk tsk.

Will's faithful flute plays a large part on Gaia. As well as being able to blast out magical melodies on it, he can twirl it to effect his telekenisis. It can also be used as a shield, too.

GOOD, BAD OR UGLY?

Frankly, I'm baffled. You see, *Illusion Of Gaia* includes a manual which features a walk-through guide to the entire game. Penned by the staff of *Nintendo Power* magazine (owned by NOA) staff, it leaves practically no stone unturned, and few secrets remain ravelled. I reckon it's a bit daft. I'm all for games including hints, but the temptation to refer to the manual will be just too strong for most players when stuck, with seemingly no way forward. Nintendo's own *Zelda*, by contrast, included a help booklet bordering on perfection; revealing just about enough to assist without ever spoiling things. Anyway, that's enough about that – just bear its inclusion in mind and be prepared to curtail your temptation.

The game itself, as an action adventure (like, say, last month's *Brain Lord*) is great. It has more in common with 'proper' RPGs than most of the action-driven variety because it plays up the character and story angle. There's a proper plot to get involved in and, while they're no rival to *Mana's*, your companions and friends which skip in and out throughout add flavour to the quest.

Variety, too, makes Gaia one of the more worthwhile games of its type. Throughout the adventure, don't be shocked find yourself travelling by raft and plane, contracting a bout of scurvy, or even encountering an NPC in the form of a pig (!) There's plenty of text to carve out the storyline and it pops up immediately in windows rather than the letter-by-letter effects so popular with Enix. This does mean, though, that it's possible to accidentally flick through bits and pieces unintentionally, so you have to exercise caution until you get used to it.

The crux of the gameplay reflects *Soulblazer* quite heavily, with a set amount of non-regenerative nasties per level which have to be cleared out to open up further sections of the level. Combat can be quite frantic at times, and it proves to be among the most arcadey outings available; more testing than *Mana* and probably on a par with *Zelda*.

Giving away more of the game's finer points here is probably a bad idea. Let's just say there are many clever little twists and turns to both plot and gameplay: as your quest develops, so does your character, turning an initially limited game into a very rewarding experience.

So that's about it. Fans able to resolve themselves to not peeking at the walk-through are guaranteed to enjoy this a great deal. Even without any guidance, however, don't expect it to last forever. Wil and I have been sailing through it with relative ease since it arrived, and I reckon anyone familiar with the territory will do the same. It'll certainly be a lot of fun, though.

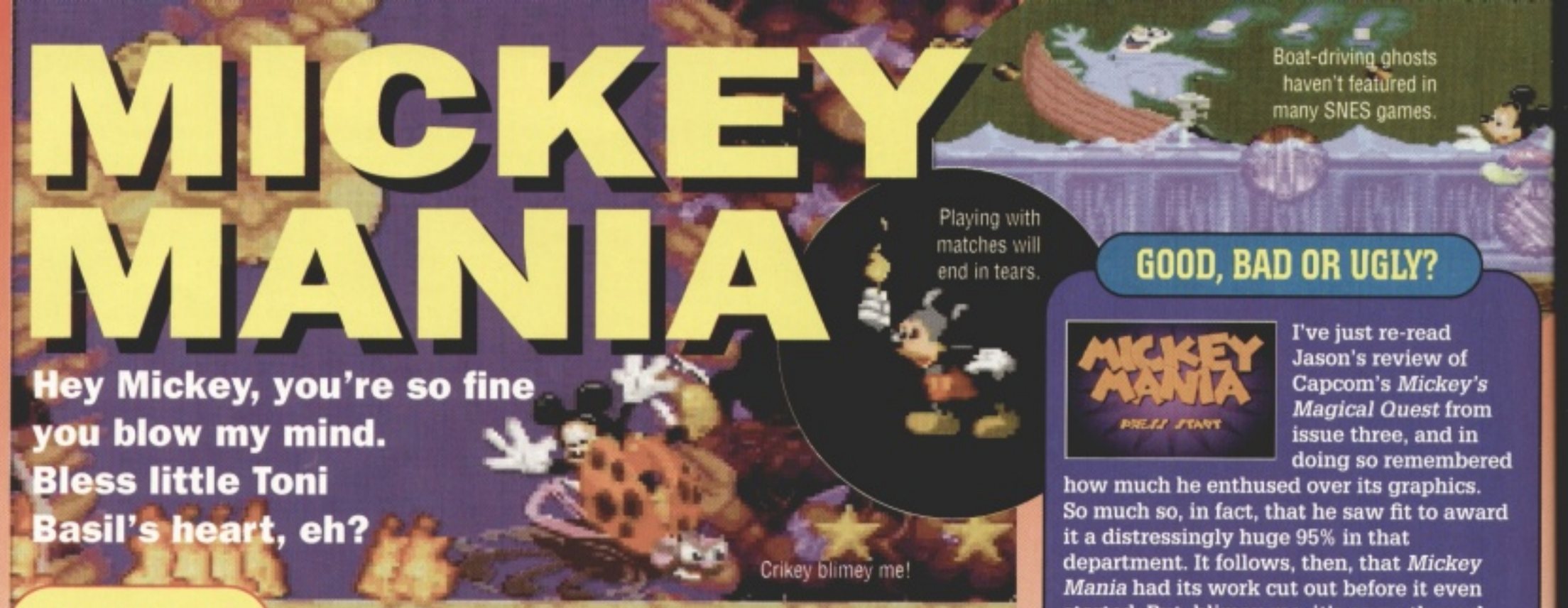
● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
84%	81%	87%
GAMELIFE	OVERALL SCORE:	88%
75%		

VERDICT: Yes! Another ARPG worthy of some attention. It isn't the longest or most challenging title around but it *is* utterly engaging, wonderfully playable and rewarding in the way only these games can.

MICKEY MANIA

Hey Mickey, you're so fine you blow my mind. Bless little Toni Basil's heart, eh?



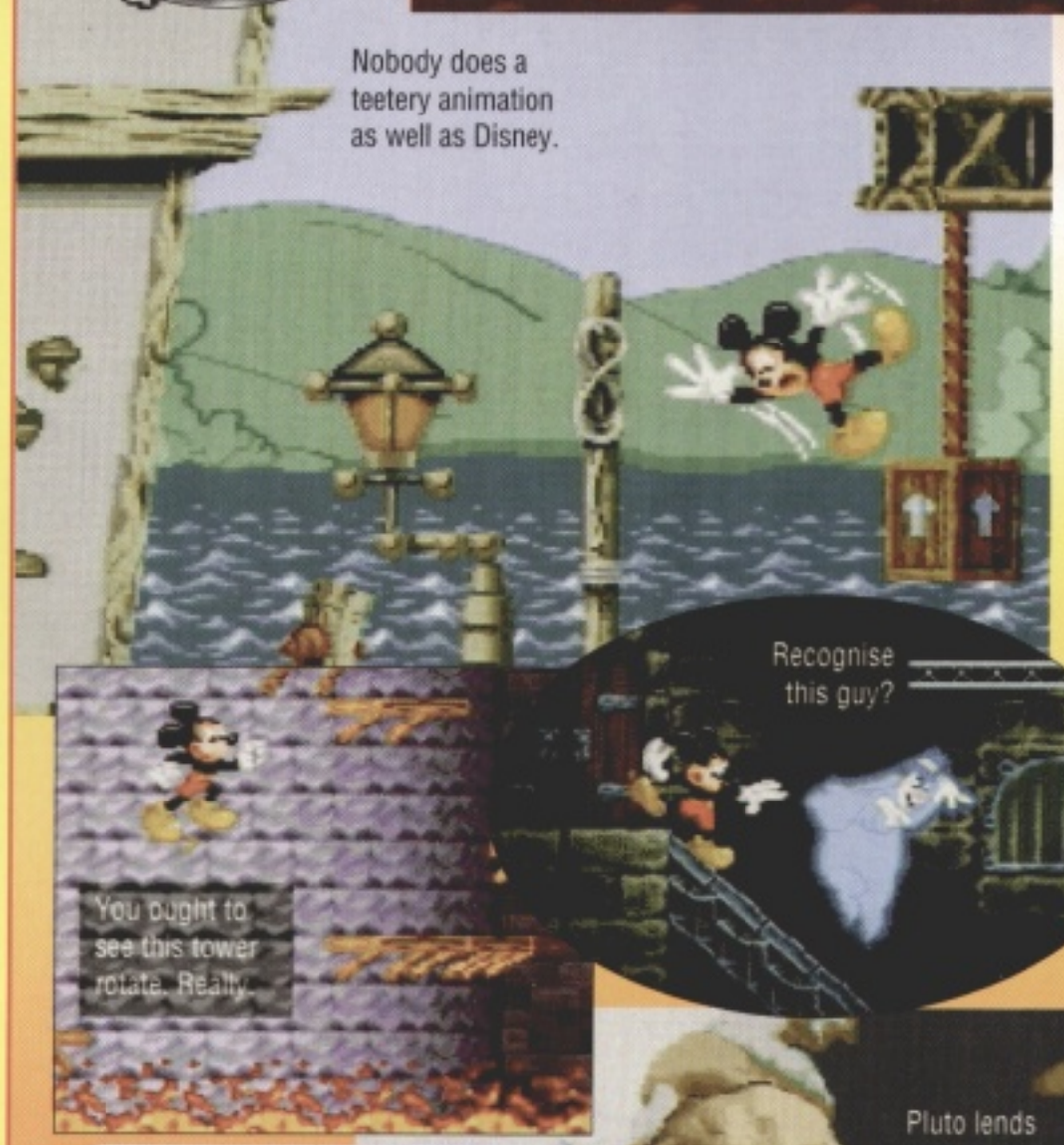
PUZZLED

Occasionally, the straight platformy action is broken up by puzzly sections.

This particular bit involves filling a beaker with a sinister-looking mixture.

Once the right solution is together in the pot, it's onto the tripod to heat.

Eventually, it'll become unstable and blow the door. Unfortunately, all of the tasks are this easy.



UK Release

Game: Mickey Mania
Publisher: Sony Imagesoft
Developer: Traveller's Tales
Price: £49.99
Release: Out now
Players: 1
Cart ROM: 16 Mbit

GOOD, BAD OR UGLY?

I've just re-read Jason's review of Capcom's *Mickey's Magical Quest* from issue three, and in doing so remembered how much he enthused over its graphics. So much so, in fact, that he saw fit to award it a distressingly huge 95% in that department. It follows, then, that *Mickey Mania* had its work cut out before it even started. But, blimey me, it's come through with flying colours.

Let's forget the sometimes bland backdrops for a moment, and instead concentrate on the sprites. Because at times they are quite exquisite – in fact, I can't remember seeing animation of this quality on the SNES. It even makes Capcom's *Mickey* game look tired and, well, somewhat amateurish by comparison. Of course, with real Disney animators on hand to supply the frames it *should* be of a high quality, but this really is knockout stuff.

Eye-wateringly lovely sprites are all well and good of course, but games obviously need more than that to turn heads. We're always harping on about the Japanese being the utmost when it comes to making the SNES perform acrobatics... well, the cream of the British crop are at last proving (to my delight, I might add) that they can hold their own with the best of them. The sprinkling of Mode 7-derived spot effects and the rotating Nebulus-esque tower section are enough to make your tongue roll down your chest like a lolloping tie made out of ham.

And it plays well, too. But is 'well' good enough? The truth is, I don't know. If you expect to get your kicks purely from the gameplay, and not, for example, from the show-stopping graphics and set-pieces, then *Pac-In-Time* represents just as good a purchase as this. Comparing the two is like comparing, say, *Super Mario Brothers 1* (from *All Stars*) to *Out To Lunch – Mickey's* is a more linear experience than *PIT* with only one proper route through each level. Its difficulty curve, too, is slightly suspect; fluctuating wildly over the early levels. But it could, of course, be argued that the stunning stuff elsewhere more than offset any such qualms anyway.

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
95%	80%	84%
GAMELIFE 79%	OVERALL SCORE:	87%

VERDICT: From a technical and graphical point of view, this is one of the strongest SNES titles yet produced. And it plays almost as well as it looks, too. A great platform game. Yes.

hosts
red in
mes.

LY?

-read
view of
Mickey's
uest from
, and in
membered
raphics.
t to award
:
Mickey
it even
through

nd
ead
e at times
can't
s quality
n's

son. Of
on hand
f a high
stuff.
re all
;
urn
out the
comes to
s... well,
last
) that
est of
ived spot
que
our
olloping

ll' good
f you
the
n the
ces,
good a
) is like
s 1
Mickey's
IT with
h level.

he early
gued
ore

ny Mott

PLAY
%
%
s
ost

Huge competitions and bloody great posters

The sharpest reviews ever

PlayStation • Saturn • Ultra 64 • 3DO • Jaguar • Mega Drive 32 • Neo Geo • SNES • PC • NEC FX • Amiga CD32

Ultimate Future Games

Incredible! First Nintendo Ultra 64 graphics revealed!

This cover is not an illustration. Unbelievably, it's actual Ultra 64 graphics from Chuck Yeager's Air Combat from Electronic Arts, USA.

FREE! 8-page sample issue of the NEW magazine for the next generation of games

WIN! the first Sony PlayStation to hit the UK

1st issue goes on sale 1st November 132 pages for 95p!

See more inside!

Amazing machines. Fantastic graphics. Incredible Gameplay. It's all here and it's all inside!

3DO

Sony PlayStation

Atari Jaguar

Sega Saturn

Neo Geo CD

These hyper machines - and more!

Every single exciting video game format exploded!

Every month Ultimate Future Games brings you the hottest news and previews

FULL THROTTLE RACING

Swiping at your foe doesn't make this *Street Racer*.

Are games evolving? Do we learn from our mistakes? Let the telly's Desmond Morris explain further...

These aren't fair-weather bikers. They're not afraid of rain, snow, ice, oil slicks, sharks, spiders, electric shocks or the Cybermen.

A lot of work has gone into the option screens, which look rather lovely.

It's even possible to drive your jet ski on land, by heavens.

UK Release

Game: Full Throttle Racing
Publisher: Gametek
Developer: Cybertek
Price: £49.99
Release: November
Players: 1 to 2 simultaneously
Cart ROM: 8 Mbit
Adaptor: Any

WALK ON WATER

As an example of the simplicity of *Full Throttle Racing*, it's possible to park on the sea. While this means you can drive off again without drowning, it doesn't impress you as being a particularly well thought-out detail.

Also included in the 'not well thought-out details' file are the traffic cones, which are far too big and look very poorly drawn as they zip past. Also, there's the way that you seem to be able to blast right up to the other riders, but instead of overtaking them at the same speed, they magically match their speed to yours, and invariably smash you with their bikes or jet skis. You have to kick them repeatedly to stand a chance of staying on the track. Infuriating because it happens with every bloody opponent.

GOOD, BAD OR UGLY?

Hello. TV's Desmond Morris here (from BBC1's *The Human Animal*). In the beginning, man invented sticks and stones. Then he invented fire and the wheel. Using these leaps in technology, he thought out the workings of a primitive internal combustion engine. Of course, it was crude and inefficient (not even being fuel injected or anything), but it worked, and by the Palaeolithic Era, our ancient ancestors were scooting about the Olduvai Gorge on brown motorcycles roughly hewn from the living rock.

It wasn't long before our forefathers' competitive streaks, so vital for survival, asserted themselves, and they started racing these early bikes along the grassy, bountiful African savannah.

With the industrial revolution, bikes got seriously fast, and jet skis were invented (in Europe). Proper Grands Prix were soon commonplace amongst the poor.

Which leads us nicely to the present. Our large Homo sapiens brains now design powerful motorbikes and jet skis with trendy go-faster stripes on them. And when our SNESses are asked to replicate these exciting machines, our developed cerebral cortices demand smoothness, great graphics and bags of what those early man-apes would have called 'gameplay' (in their primitive grunting language).

Sadly, *Full Throttle Racing* doesn't provide quite enough of these. The game interchanges between bike sections and jet ski stages. Each uses the same controls, but the approach to each is slightly different. The bike simply needs to be kept on the road at maximum speed, while you collect money, power-ups and avoid the other riders and obstacles (piles of sand, traffic cones and so on).

The jet ski must be kept at full power while you slalom through gates, avoiding the other riders and the rocks and trees which protrude through the surface.

The courses get much trickier as you continue on man's nomadic quest for freedom through the USA, and you encounter varying weather patterns. But sadly, it doesn't change the game much, effectively, all you do is weave around a bit more, and perhaps get fewer points per race.

The evolution of social hierarchies is such that the programmers have included a two-player mode so you can race with the rest of the pack, and with a companion, using split-screen. It's certainly more fun than the single player, but that's mainly because you can hoof each other off the bikes or jet skis.

And that's about it, really. The miracle of evolution has given us electricity, flight, has taken us to the moon, and has allowed us to see the Italian football on TV. So we have a right to expect something rather more sophisticated than *Full Throttle Racing* for our £50. It just doesn't excite the senses like certain racing games are able to nowadays. By the way, my book, accompanying the widely-acclaimed *Human Animal* series is now available in all good bookshops.

● **Desmond Morris**

GRAPHICS	SOUND	GAMEPLAY
63%	48%	59%
GAMELIFE	OVERALL SCORE:	55%

VERDICT: Africa may be the cradle of the human species, but you can be sure that, had *Full Throttle Racing* been left to survive and adapt in the hostile wilderness of millions of years ago, it'd now be extinct. Unlike, say, *Street Racer*.

It's time for a change of pace

The video game magazine is dead. Long live THE video game magazine. Ultimate Future Games is about to bring you the future...

Incredible games

Ace entertainment

PlayStation
Saturn
Ultra 64
3DO
Jaguar
Mega Drive 32
Neo Geo
SNES
PC
NEC FX
Amiga CD32

Look out for the free 8-page preview issue

First issue only

95p

(normal price is £2.25)

Unstoppable power

Amazing graphics

ON SALE 1st NOV

Ultimate

Future Games

Future PUBLISHING
Your guarantee of value

Is the bunny at the top? In the middle? You could probably tell by looking at the shadow. If it wasn't flickering. And the perspective made it clear. Just a thought.
HOLD ▸ O
CONT ▸ O

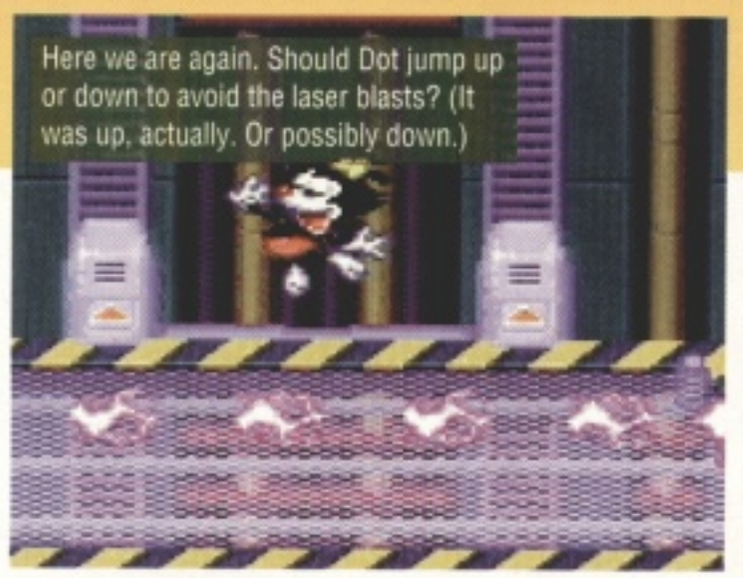
Funny *Jaws* joke. But similarly madly-angled upsy-downsy chase action. You can't escape it.

UK Release

Game: Animaniacs
Publisher: Konami
Developer: In-house
Price: £50
Release: December
Players: 1
Cart ROM: 8 Mbit

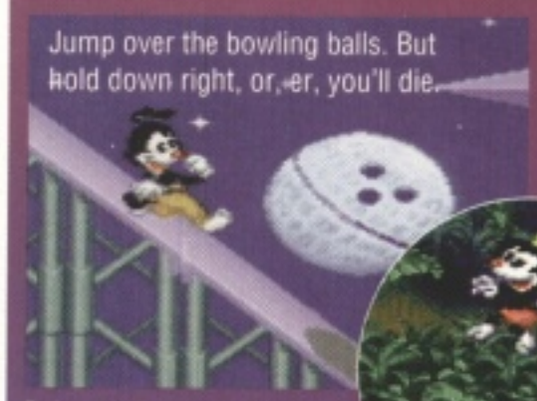
So, right, if the Warner Brothers (and the Warner Sister, and so on) were created in the 1940s, how come Wakko wears a back-to-front baseball cap? Eh? Eh? It's a mystery.

ANIMANIACS



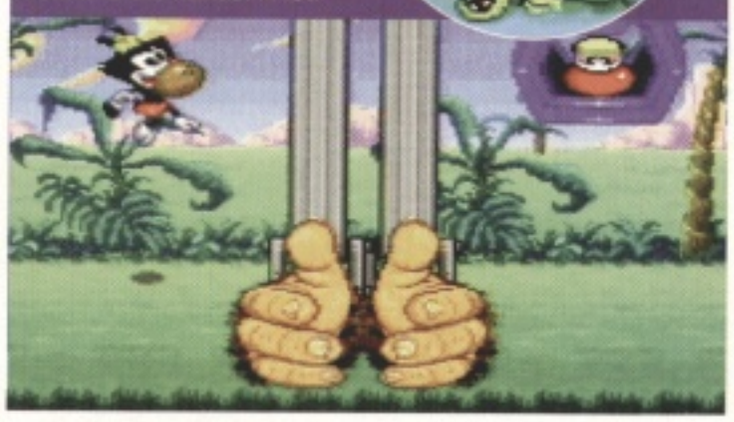
CRYING ON THE INSIDE

The thing is, you aren't told at all what to do on a new level. So you lose all your lives trying to fathom it out.



Below: Land on the croc, or it's instant death. Again.

Below: Lob coconuts at the boss. Then run around to avoid the hands. A lot.



GOOD, BAD OR UGLY?

I hate this game. I hate this game a lot. Part of the reason I hate this game, beyond the obvious one that it's dreadful, is that it's based on *Animaniacs*. Now I love the show. And not in the patronising and trendy, secretly derisory way but genuinely and hopelessly. It's a great show, with great characters and a hugely great sense of fun. Even when they do an unspeakably nice, unfunny, Disneyish singing one, it doesn't matter because I know that next week the show will be, well, great. The potential for a game based on the show is incredible. You could, quite literally, do anything because the show has no rules.

The game, so predictably it's no longer funny, is a platformer. It's a platform game that's so unfair it boggles the mind. It's a platform game where the entire affair is a memory test. And that's not in the way you have to remember that, say, there are two monsters coming up on the left, or that, say, the bridge starts collapsing when you pass its centre point, but where you absolutely must memorise every single point of every single level to pixel accuracy. By way of example, on one of the levels you're riding a broomstick. Watching the rabbit you're chasing, you divine whether to jump up or down to avoid obstacles. Except the inexplicably flickering shadows and unworkable perspective (is that in front of you? Slightly above? Just below? Thdungggg. Oh, right) renders the whole exercise explosively exasperating.

The gimmick of *Animaniacs* is that you're playing all three characters at once. There's no reason for it, because they all have exactly the same abilities. The one thing you need more than a single Animaniac to do is to make a tower so you can reach higher platforms, and at least one level relies on this feature to progress. So what if one or two characters have been caught (such as, you've lost some lives)? The answer is, you're stuck. You're supposed to take an alternative route while watching out for crocodiles, but, of course, the perspective means you haven't a clue whether you're going to pass them safely or not. And so on throughout the game; or at least, as far as I got. There are six 'studios' and I managed to complete exactly none of them, worn down by the way I'd manage to stagger through a level then lose all my lives 'learning' the next, then do it all again and get killed 'reading' the level after that. An idiot watching me play, attracted by my howls of anguish, asked, 'Is this difficult?' 'No, just unfair,' I replied. The idiot left smugly, murmuring, 'That's what I say when I play a difficult game.' Don't be fooled, folks – *Animaniacs* is not difficult, it's utterly unconcerned with the player. Yes, the graphics are fantastic, and yes the levels are clever film pastiches, but the game itself is horrible. I hate it so.

● Jonathan Nash

GRAPHICS	SOUND	GAMEPLAY
88%	40%	30%
GAMELIFE	OVERALL SCORE:	
20%		28%

VERDICT: Less a clever game based on a funny cartoon, more a grindingly tedious disaster.

LEMMINGS 2

Do this really need an introduction? Okay, it's a conversion of the hit Amiga game from last year. Will that do?

UK Release

Game: Lemmings 2
Publisher: Psygnosis
Developer: In-house
Price: TBA
Release: Out now
Players: 1
Cart ROM: 16 Mbit
Adaptor: TBA

Left: The Classic Lemmings area should make crusties feel at home.

The gimmer on the left actually puffs on a pipe in the intro. Have Nintendo noticed?

Left: The lemmings' legendary medallion.

Below: Another potty intro bit.

I'd love to describe these but I don't have the roo...

The magic carpet-riding lemmings aren't quite as fun as they look here.

Burning buckets on beaches with lemmings. Yes.

Of course, the nuke option is still in here. Yeeeeeeeee-haaah!

GOOD, BAD OR UGLY?

Lemmings. *Lemmings.* Not exactly a SNES title, I think you'll agree. No opportunity for all those SNES-only touches which have given me pleasure over the last few years. No screens-wide bosses, no twirly Mode 7 usage, no throbbingly ear-massaging soundtrack. Indeed, even the programmers would seem to agree – apparently, the SNES' reluctance to work to their bitmap requirements had them in all sorts of bother when they came to convert the original.

But it's yet another one of those games which doesn't need any bells and whistles. What you see is what you get, and that's an easy-to-pick-up game which will keep most people plugging away for an age. The original concept – guide a group of lemmings to the exit – remains unchanged, except now the lemmings are spread over 12 'breeds', each one with its one native landscape. Naturally, it's this point which really makes the game. With 52 varieties of lemmings in total and their obviously varied abilities and play styles, there's little chance of getting bored.

If, perchance, you do get bored (or even stuck) with the level in hand, simply select another tribe. The game's structured in a non-linear fashion. Instead of trudging through all of the levels in a strict chronological manner, you're free to tackle any particular tribe at any time. A great touch and one that's even more appropriate on the SNES than it was on the Amiga.

Lemmings 2 is suited anyone with the vaguest sniff of interest in puzzly games and especially those who enjoyed the Sunsoft-published original. It maxes on user-friendliness and variety and, while still suffering from the to-be-expected traditional *Lemmings* difficulties at times, it proves entertaining from start to finish. Bear in mind, however, that joypad control is as frustrating as it was in the original and getting hold of a mouse is what's needed to get the most out of it.

● Tony Mott

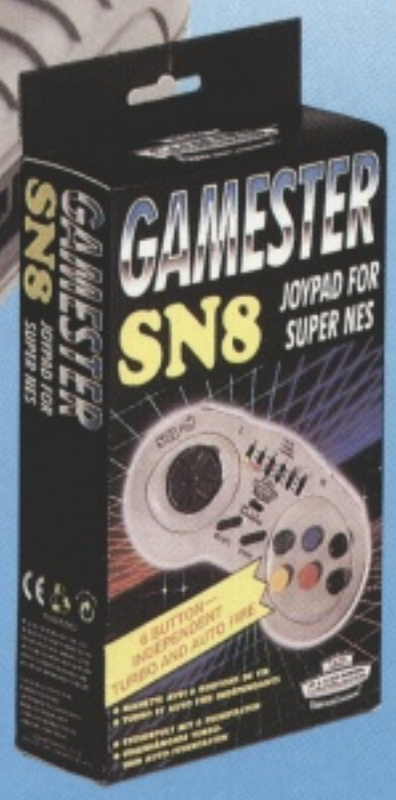
GRAPHICS	SOUND	GAMEPLAY
76%	78%	88%
GAMELIFE 90%	OVERALL SCORE:	88%

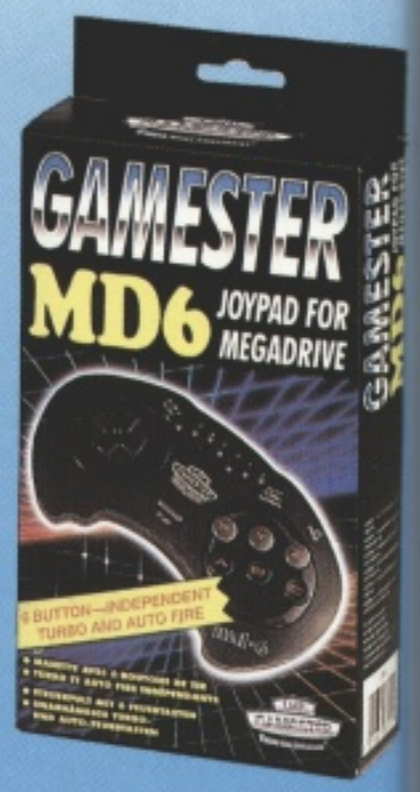
VERDICT: A great Amiga game makes a great SNES game, too. Those with low frustration thresholds may need to approach it with caution, though.

MD6 — 6 Button Joypad
Independent
Auto and
Turbo
Fire

MD3 — 3 Button
Joypad —
Independent
Auto and
Turbo Fire

Multiplayer Adaptor—
Up to 5 player action
on multi player
games for SNES





Two Extra Buttons
for
Arcade Style Play

SN6 —
6 Button
Joypad

SN8 —
6 Button Joypad
Independent Auto
and Turbo Fire

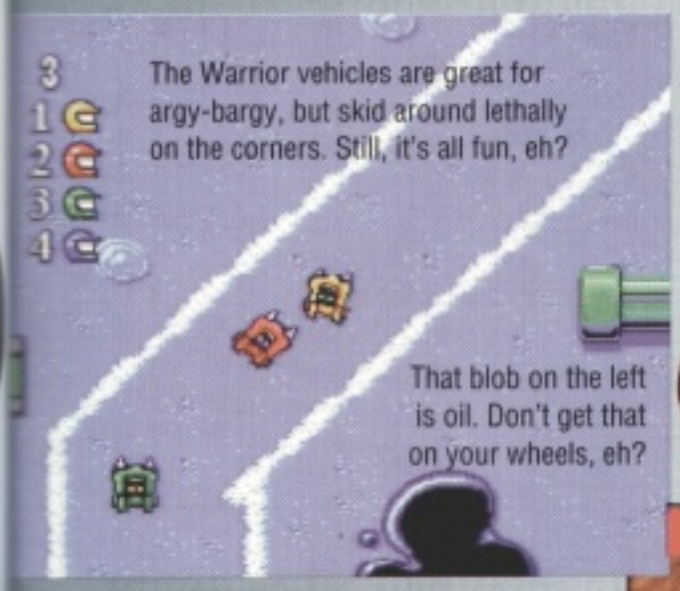
More Great Products Now available from:

The Range of Video Game Accessories

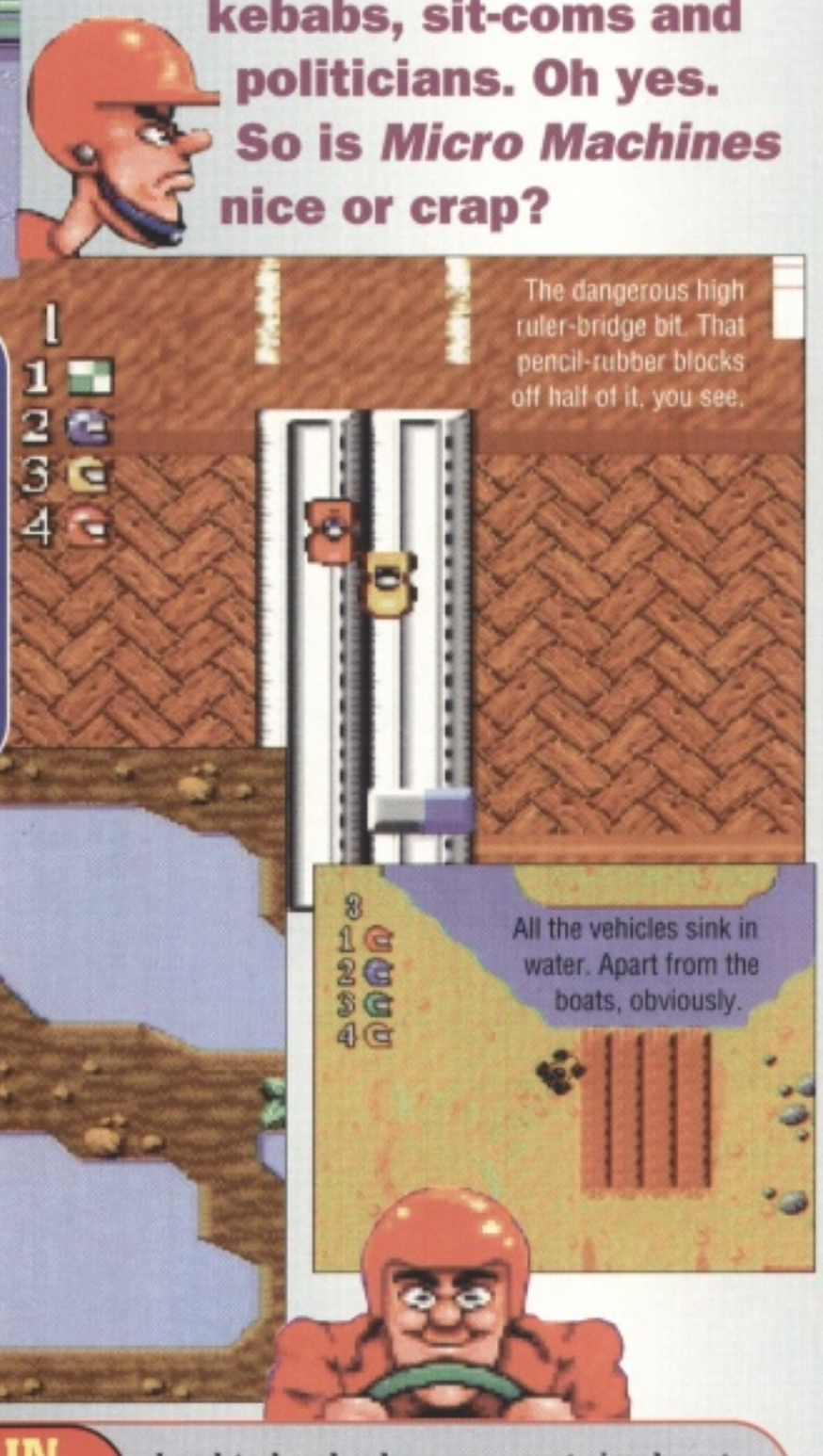
LMP GAMESTER VIDEO GAME ACCESSORIES

For full details of prices and distributors contact:
Leda Media Products Ltd., Stonemason's House, 75 Railway Street, Hertford, Herts. SG14 1RD Tel: 0992 503133 Fax: 0992 503061

MICRO MACHINES


The Warrior vehicles are great for argy-bargy, but skid around lethally on the corners. Still, it's all fun, eh?
That blob on the left is oil. Don't get that on your wheels, eh?

Some simple things are nice. Flowers, smiles, and birdsong, for example. Some simple things are crap. Like kebabs, sit-coms and politicians. Oh yes. So is *Micro Machines* nice or crap?


The dangerous high ruler-bridge bit. That pencil-rubber blocks off half of it, you see.
28:1
This bonus level requires you to chug past the puddles.
All the vehicles sink in water. Apart from the boats, obviously.

UK Release

Game: Micro Machines
Publisher: Sony
Developer: Merit Studios
Price: £49.99
Release: Out Now
Players: 1 to 4 simultaneously
Cart ROM: 4 Mbits
Adaptor: Any

GOOD, BAD OR UGLY?

Well it's has been knocking around on other formats for ages, and now we finally get to play it on the SNES. So was worth the wait.

Micro Machines is such a simple game. What you see here is what's in the game. There are no secrets, no special bonuses and levels, and no Mode 7, amazing sounds or flashy, innovative graphics. Just little vehicles tearing around a selection of amusingly familiar settings.

There's one button to make your car (or boat, or whatever) go, and the D-pad steers it. Simple, see? Simple, but rather addictive. In fact, infuriatingly so.

We, after all, are very sophisticated people. We all play games like *Secret of Mana*, *Mortal Kombat II*, and *Donkey Kong Country*, and expect all games to come up to their standard. So when something like *Micro Machines* toddles along we think we should be able to beat it soundly, laugh at it's bright, naive colours and dismiss it.

This does not happen. The game is easy to start with, but after a few courses, you'll be struggling. It's not as easy as it as looks. And the more you try, the more you're convinced you can win. So you keep playing.

Nintendo don't like the word addictive. For them, it has connotations of sleepless nights, cold, uneaten food and social dysfunction. But, dammit, it's a good word to use here. This is a game which asks you to be good at only one thing; staying on the track. Once you've got a taste for it, you'll stick around and try to see all the circuits. And having done that, you'll pick your favourite and return to it time and time again, just to prove that you can do it. And before you know it, that's the evening gone. If value for money means impressive graphics and tons of levels, you'll be unimpressed with this. The game originally appeared on the NES and this version isn't much of an improvement. But it was great on the NES, so does it need to be? Answer that and you'll know whether you'll be buying *Micro Machines*. Oh, and there's a brilliant four-player mode. That'll convince you.

● James Leach

GRAPHICS	SOUND	GAMEPLAY
54%	46%	90%
GAMELIFE	OVERALL SCORE:	83%
82%		

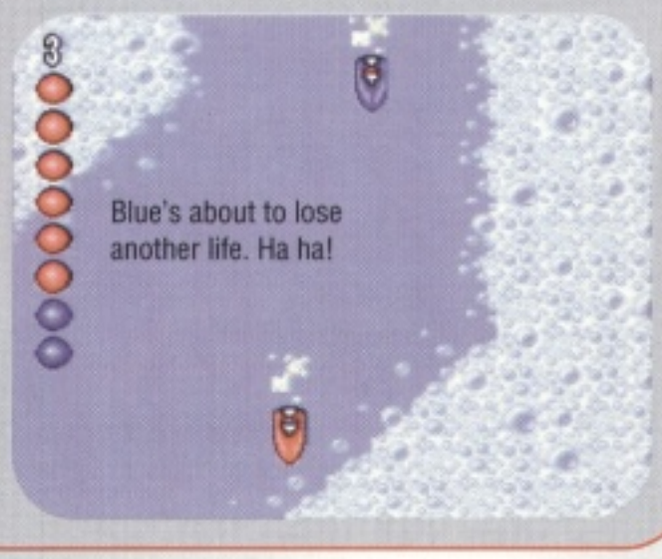
VERDICT: A little game with poor graphics, pipey, rather crap sound and not a great deal to it. But play it once and you'll be hooked. *Micro Machines* is fun, you see. Something that other games have forgotten about. Fun! Bloody fun!

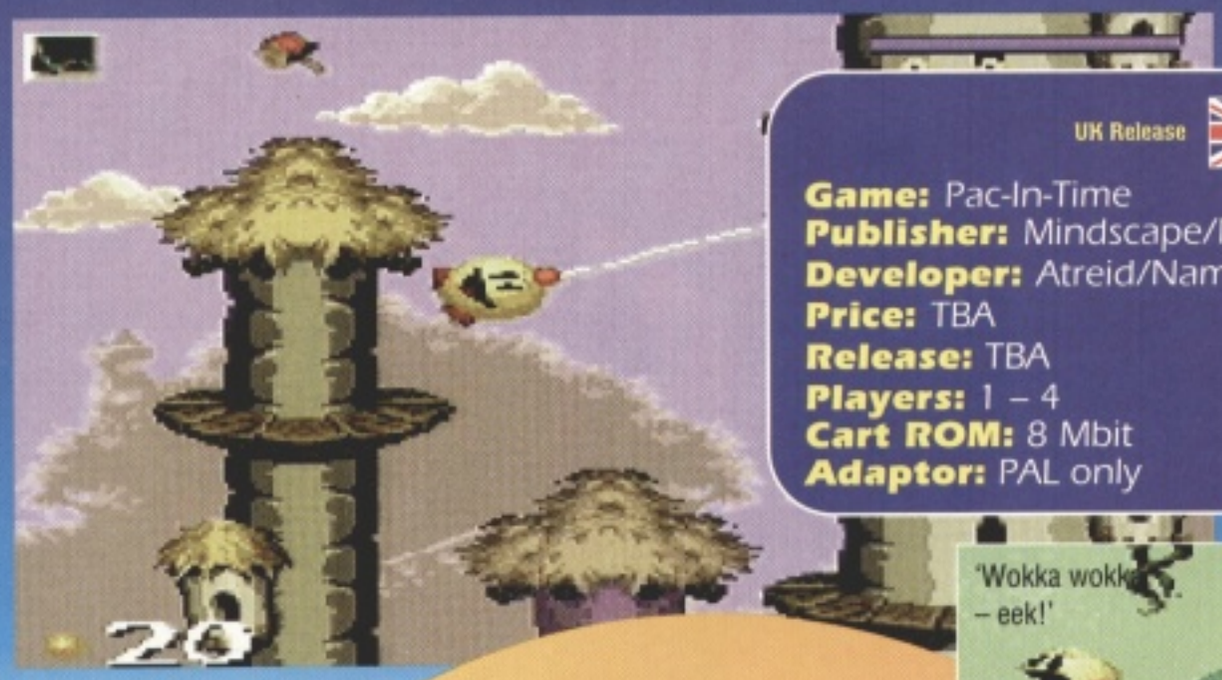
TAKE TWO GAMES IN TO THE SHOWER?

Actually, if you do take two games into the shower, you'll find that neither of them work ever again. And they may even damage your SNES if you plug them in. So don't do it. Take shampoo instead.

Er, the title actually refers to the fact that in one-player mode, there are two sorts of games you can play. The first is the head-to-head, where you must simply get so far ahead of your opponent that you reach the edge of the screen. You get a point for this (on a sliding scale). Get enough points and you win that round.

The second is the challenge, in which you race three CPU-controlled enemies (each of whom has a personality). You've just got to get ahead and win here. It's a rather trickier proposition, but is another reason to own a Multitap. If you haven't got one yet, why on earth not? Buy one!





You ought to hear the *Pac-Man* music remixes in here – they surely rule!

UK Release

Game: Pac-In-Time
Publisher: Mindscape/Namco
Developer: Atreid/Namco
Price: TBA
Release: TBA
Players: 1 – 4
Cart ROM: 8 Mbit
Adaptor: PAL only

PAC-IN-TIME

Did you know that in Japan, 'pac' means 'eat'? So Pac Man is in fact Eat Man. Er, that's why he eats all the time. How about that?

BLOBS OF TALENT

Pac's special abilities are activated by passing through coloured rings. And what are they? Look...

Above: Yes, that's a table-turning power pill over there. Snaffle it up and get gobbling them ghosts.

Not every piece of Pac tradition has been forsaken in *Pac-In-Time*. You still have to eat all the dots, for example, in order to complete each level.

GOOD, BAD OR UGLY?

I may have given the impression that I dislike platform games over the last few months but in reality, nothing could be further from the truth. I *love* 'em when they're done properly, and that's why I love *Pac-In-Time* like a little furry thing wearing a special fur-lined jacket with a furry little collar.

Put simply, *this* is how to do a platformer. Forget the flashiness we saw in last month's *Sparkster* – as wonderful as it was, it only really served to spruce up an already solid game. No game actually *needs* such trimmings and the likes of *Micro Machines* and *Pac-In-Time* serve to prove that point perfectly.

PIT isn't without its own graphical frills, it's just that everything in the game is overshadowed by how well it plays. Swing on his little rope thing and you'll find yourself physically rocking back and forth as you gain momentum; make a leap onto a platform edge and you'll strain, willing little Pac to scrabble up onto it. It's that sort of game: involving, rewarding and pretty much free of annoying stuff. It has a perfect learning curve, too. In the earlier levels the playing area is dotted about with flashing arrows at certain points which serve to tell you what's next on the agenda, until you can manage safely by yourself.

But now, as is the tradition at this stage, I'll outline why it's not the game of the month, or whatever. The control system isn't quite perfect, and the promise held by the range of special abilities isn't fully realised for my liking. I'll elaborate: to select an 'action' you have to cycle between the four icons at the top-left of the screen. Now, if you're in a tight spot, and have to select the gun action in an emergency, you have to flick through the others (one-way only!) to get to it. Fine if it's right next door, but hazardous to health (thereby annoying) if not.

The lack of special abilities point isn't a flaw, it's just something which I reckon most people who play it will feel. Once you've swung around the landscape using the rope, or enjoyed the underwater bits via the bubble facility you'll want more than the four abilities on offer. But as usual, I'm probably just asking too much from a game. Sorry, but that's just me.

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
81%	80%	89%
GAMELIFE	OVERALL SCORE:	
83%		84%

VERDICT: If your faith in platformers needs reaffirming, try *Pac-In-Time* – it's one of the most playable and polished examples available.

pads for Professionals

LETS GET TO WORK

Super Advantage
(SNES)

8 direction oversize control stick. Extra long cord. Variable speed slow motion. Six super response fire buttons. Turbo speed adjustable fire. Hands-free auto turbo.

Fighter Stick SN
(SNES)

Independent turbo control. Adjustable turbo speed. 8 direction oversize control stick. Six action buttons. Slow motion control. Hands-free auto turbo.

Fighter Stick MD-6
(Sega Megadrive/ Mega CD)

Adjustable turbo speed. Mode control button. 8 direction oversize control stick. Independent turbo control. Six button action. Hands-free auto turbo.

Ascii Pad MD-6
(Sega Megadrive/ Mega CD)

Hands-free auto turbo. Slow motion feature. Special ergonomic design. Independent turbo control. Mode feature.

Ascii Pad SN
(SNES)

Hands-free auto turbo. Slow motion feature. Independent turbo control.

ASCIIWARE

DISTRIBUTED BY INFOGRAMES LTD. 14 SMEDLEY STREET, LONDON SW4 6PF

INFOGRAMES

WITH CREDIT TO POLYGRAM

BIG FILMS. MA

Super STAR WARS

RETURN OF THE JEDI

"A superb rollercoaster of a game!"

"Non stop action"

"One of the most thrilling platform games this year"

NMS 92%

Super Return of the Jedi game © 1994 Lucas Arts Entertainment Company. ™ & © 1983 Return of the Jedi by Lucas film Ltd. All Rights Reserved. Used Under Authorisation. Star Wars is a registered trademark of Lucus Film Ltd. Return of the Jedi is a registered trademark of Lucus film Ltd. The Lucus Arts logo is a registered trademark of Lucas Arts Entertainment Company. Designed and developed by Lucas Arts Entertainment Company. Programmed by Sculptured Software, Inc.
Published and distributed exclusively by JVC Musical Industries, Inc.

ASSIVE GAMES.

SUPER NINTENDO ENTERTAINMENT SYSTEM

Super Nintendo Entertainment System™ is a trademark of Nintendo. All rights reserved.

INDIANA JONES' Greatest Adventures

"A great game that does justice to the legendary film... Ingenious enough to keep everyone happy"

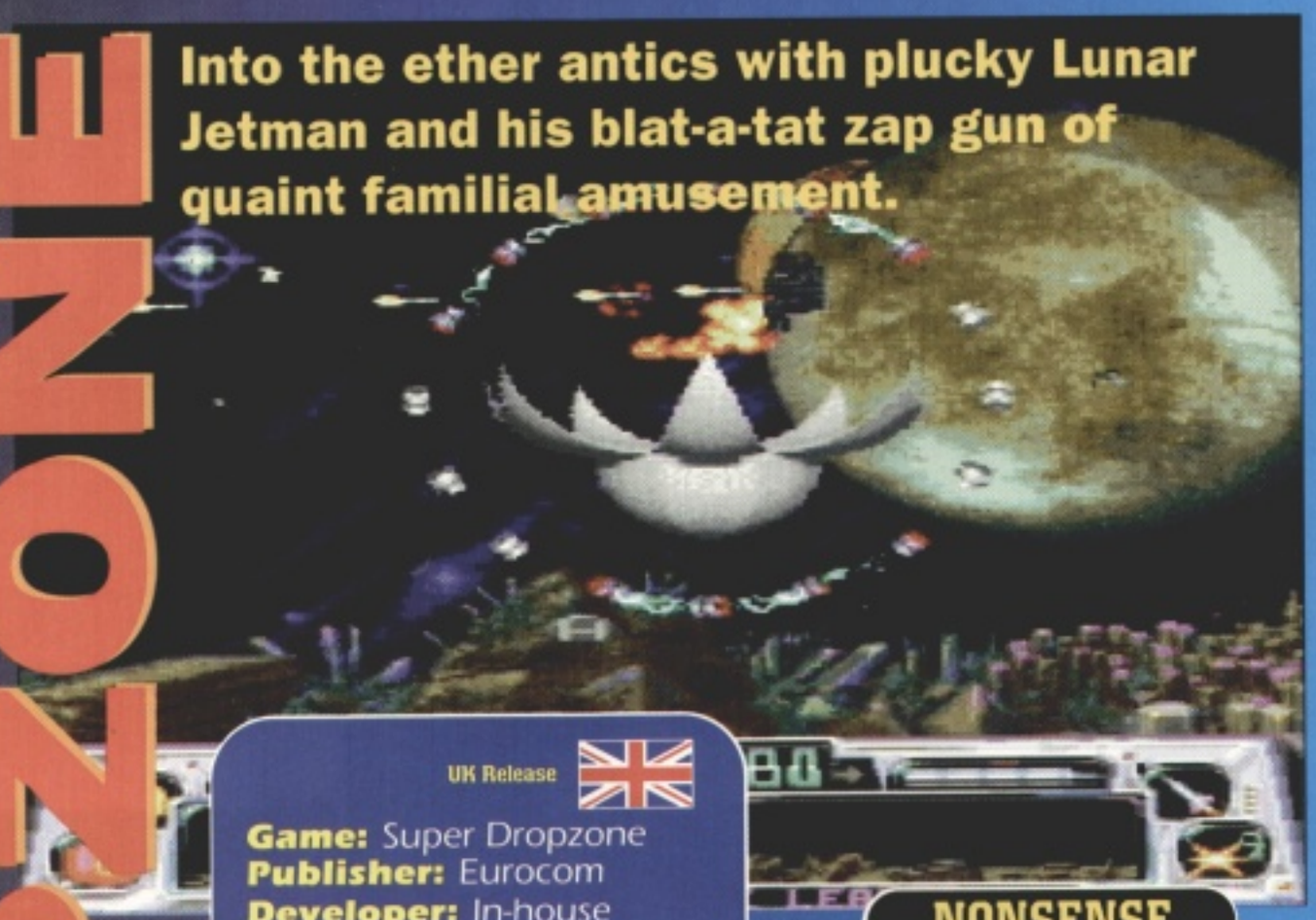
NMS - Nov 1994

JVC

™ and © 1981 Raiders of the Lost Ark, 1984 Temple of Doom, 1989 Last Crusade by Lucas film Ltd. All Rights Reserved. Indiana Jones Greatest Adventures ™ and © 1994 Lucus Arts Entertainment Company All Rights Reserved. Used Under Authorisation. Indiana Jones is a registered trademark of Lucas film Ltd. The Lucas Arts Logo is a registered trademark of Lucas Art Entertainment Company.

SUPER DROPZONE

Into the ether antics with plucky Lunar Jetman and his blat-a-tat zap gun of quaint familial amusement.

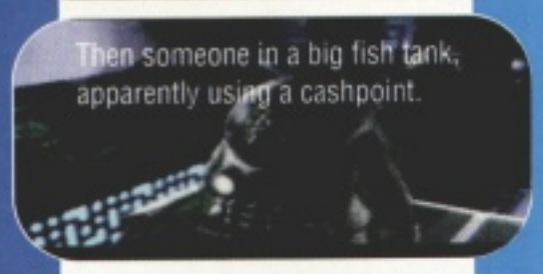


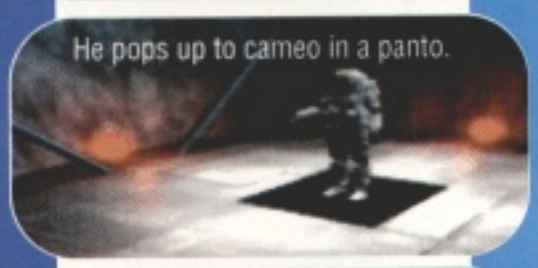
UK Release

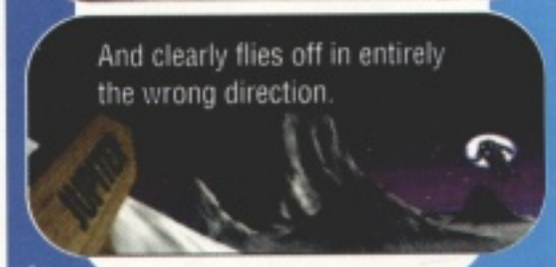
Game: Super Dropzone
Publisher: Eurocom
Developer: In-house
Price: £45.00
Release: Out now
Players: 1 to 4
Cart ROM: 8 Mbit

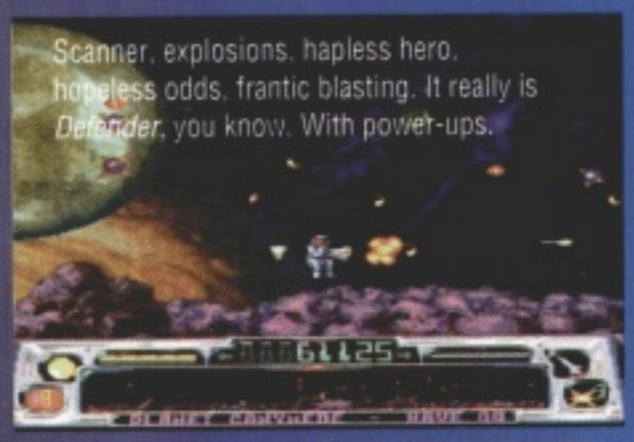
NONSENSE

***Dropzone* features the SNES's first ray-traced intro thing. Which makes no sense. At all.**









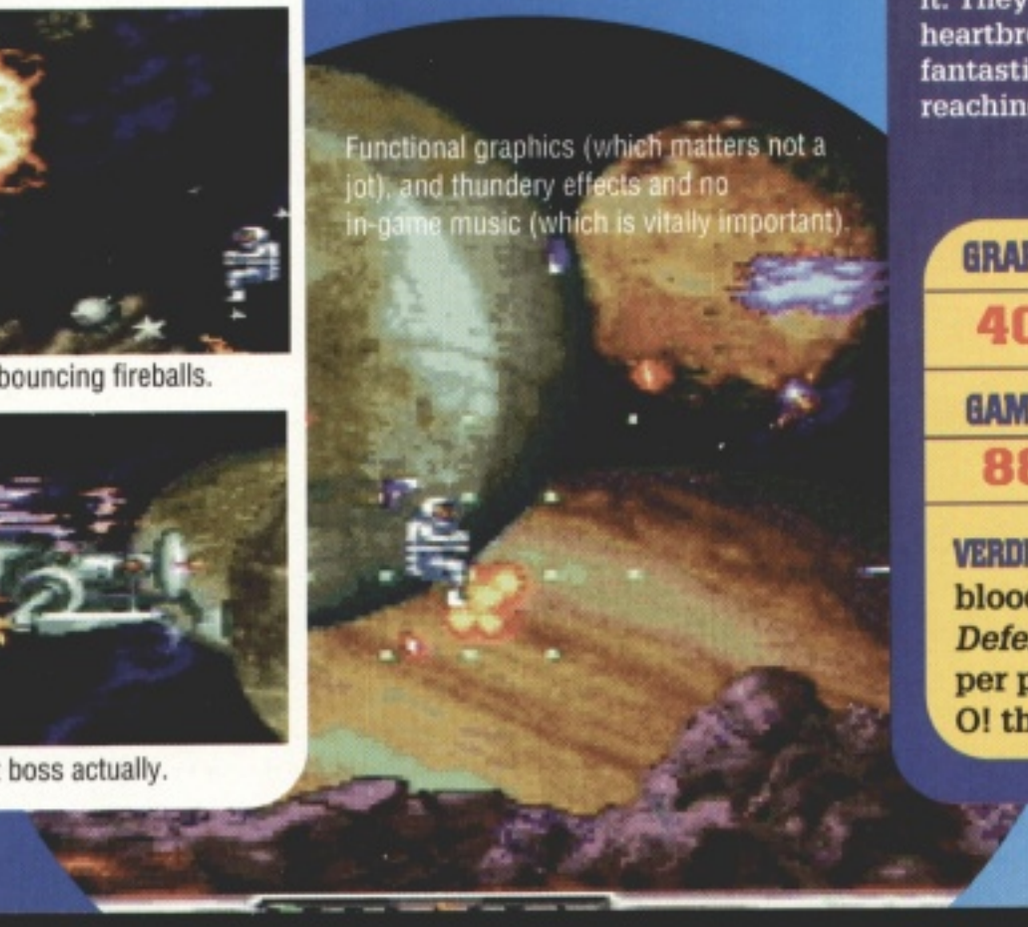
A VERY STUPID IDEA

Common wisdom has it that every game must have end-of-level bosses. So *Dropzone* has end-of-level bosses. What a very stupid idea.

This boss kills you with explosive spiked balls.

This boss kills you with bouncing fireballs.

This is an end-of-planet boss actually.



GOOD, BAD OR UGLY?

When *Star Wars* came out, everyone started making luminous plastic lightsabres. Except they didn't call them lightsabres, they called them light swords or laser rapiers or whatever in order to dodge the copyright. But no one was fooled, even by the exceptionally poor pictures on the box of Not Luke Skywalker At All using his light sword to fight Could Be Anybody In That Black Mask And Cape. And *Dropzone's* exactly like that, except about *Defender*. It's *Defender* on the SNES and therefore a clone of one of the best games ever in the history of all things. Give manifold thanks to the deity of your choice.

As with *Defender*, you have to protect your humanoids from the lander hordes, who want to kidnap them and turn them into killer mutants. As with *Defender's* sequel *Stargate*, most of the monsters 'swarm' – that is, when you shoot something it releases a dozen smaller somethings that flit about angrily. And also as with *Defender's* sequel *Stargate*, every five attack waves there's a nightmarish invasion of some of the most vicious monsters. But *Dropzone* has a few ideas of its own: power-ups, for example, and bosses.

Bosses. Yes. The thing with *Defender* (and *Stargate*) (and therefore *Dropzone*) is that it's incredibly hard. Exhilaratingly so, in fact. That's the point. What you don't want after managing to complete a wave by performing co-ordinative feats undreamt of by elderly rocket pilots, blazing placed shots across the electronic skyline to destroy a dozen homing monsters and coaxing the last possible ounce of nervous reaction from your singing and quite possibly crippled muscles to out-jink a mutant overload is to have to fight an end-of-level boss which regenerates when it kills you. It is a very, very stupid idea.

Other very, very stupid ideas in *Dropzone* are the slack handling (the way you turn leisurely instead of flipping means that frantic reversals often leave you facing the wrong way), the way you can't reach the top line of the screen (the monsters can, natch) and the scanner being at the bottom of the screen instead of, ooh, what, say, at the top where your eye is naturally drawn to it. They're shabby faults, and they heartbreakingly prevent this astoundingly fantastically exciting game from effortlessly reaching the 90% plus band.

● Jonathan Nash

GRAPHICS	SOUND	GAMEPLAY
40%	75%	85%
GAMELIFE	OVERALL SCORE:	87%
88%		

VERDICT: All the hopelessly lovable, blood-buzzingly furious attraction *Defender* and! a level structure (10 per planet, six planets to beat). But O! those cruelly appended flaws.

SUPER NES GAMES

• = NEW GAME

ACTRAISER 2 •	40.99
ADDAMS FAMILY	29.99
AGURI SUZUKI F1 RACING	29.99
ALADDIN	41.99
ARCHER MACLEAN'S SUPER DROPZONE •	38.99
BARKLEY SHUT UP AND JAM!	41.99
BATMAN RETURNS	26.99
BATTLETOADS IN BATTLEMANIACS	19.99
BEAUTY AND THE BEAST	40.99
BLACK HAWK •	37.99
BOOGERMAN •	49.99
BOXING LEGENDS OF THE RING	40.99
BRUTAL •	39.99
BUBSY	19.99
CARRIER ACES •	39.99
CHAOS ENGINE	43.99
CHOPLIFTER 3	35.99
CLAYFIGHTERS	39.99
COOL SPOT	37.99
DESERT FIGHTER	40.99
DESERT STRIKE	29.99
DINO DINI'S SOCCER •	40.99
DONKEY KONG COUNTRY (DUE MID NOV) •	49.99
DOUBLE DRAGON 5 •	39.99
DRACULA	29.49
DRAGON	40.99
EARTHWORM JIM •	49.99
ESPN BASEBALL	39.99
FIEVAL GOES WEST •	40.99
FIFA SOCCER	35.99
FLASHBACK	39.99
FLINTSTONES (THE CARTOON)	40.99
FLINTSTONES (THE MOVIE) •	35.99
FULL THROTTLE RACING •	39.99
GHOUL PATROL (ZOMBIES 2) •	49.99
GP1	34.99
HURRICANES •	41.99
INCREDIBLE HULK	44.99
INDIANA JONES' GREATEST ADVENTURE •	48.99
JOHN MADDEN '93	17.99
JORDAN ADVENTURE •	40.99
JUNGLE BOOK	40.99
JUNGLE STRIKE •	39.99
JURASSIC PARK	39.99
JURASSIC PARK 2 •	42.99
KEVIN KEEGAN PLAYER MANAGER	19.99
KICK OFF 3	41.99
KRUSTY'S FUN HOUSE	34.99
LAMBORGHINI	34.99
LEGEND OF THE MYSTICAL NINJA	37.99
LETHAL ENFORCERS (WITH LIGHT GUN)	59.99
LION KING •	48.99
LOST VIKINGS	19.99
MADDEN '95 •	37.99
MADDEN NFL '94	40.99
MAGIC BOY •	37.99
MARIO ALL STARS	41.99
MARIO IS MISSING •	18.99
MARIO PAINT WITH MOUSE	49.99
MAXIMUM CARNAGE •	50.99
MECHWARRIOR	37.99
MEGA MAN X	33.99
MICKEYMANIA •	45.99
MICRO MACHINES •	38.99
MIGHTY MAX •	35.99
MORTAL KOMBAT	26.99
MORTAL KOMBAT 2	49.99
NBA '95 (BASKETBALL) •	44.99
NBA ALL STAR CHALLENGE	24.99
NBA JAM	49.99
NHL '95 (ICE HOCKEY) •	37.99
NHLPA '93 ICE HOCKEY	19.99
NIGEL MANSELL'S INDYCAR •	50.99
NIGEL MANSELL'S WORLD CHAMPIONSHIP	33.99
PAGEMASTER •	44.99
PGA TOUR GOLF	14.99
PINK PANTHER	41.49
PINKIE •	35.99
PITFALL - THE MAYAN ADVENTURE •	46.99
POP 'N' TWINBEE	25.99
POPULOUS 2 •	18.99
POWER RANGERS •	43.99
POWERDRIVE •	37.99
ROAD RUNNER (LOONEY TUNES)	34.99
ROCK AND ROLL RACING	36.99
RYAN GIGGS CHAMPIONS SOCCER	41.99
SECRET OF MANA •	33.99
SENSIBLE SOCCER	38.99
SHADOWRUN	46.99
SHAQ FU •	44.99
SIM CITY	19.99
SMASH TENNIS	40.99
SOUL BLAZER •	40.99
SPARKSTER •	40.99
SPECTRE	36.99
STARWING	19.99
STREET RACER •	35.99
STREETFIGHTER 2	34.99
STREETFIGHTER TURBO	33.99
STRIKER	34.99
STUNT RACE FX	41.99
SUNSET RIDERS	26.99
SUPER BOMBERMAN (4 PLAYER GAME)	35.99
SUPER BOMBERMAN 2 •	40.99
SUPER EMPIRE STRIKES BACK	50.99
SUPER MARIO KART	33.99
SUPER MARIO WORLD	19.99
SUPER METROID	41.99
SUPER MORPH •	35.99
SUPER PROBOTECTOR	37.99
SUPER RETURN OF THE JEDI •	48.99
SUPER STAR WARS	40.99
SUPER TENNIS •	19.99
SUPER WWF WRESTLEMANIA	35.49
SYNDICATE •	37.99
TARZAN •	39.99
TEENAGE MUTANT HERO TURTLES - TOURNAMENT FIGHTERS	49.99
TELSTAR 100% COMBAT (FLASHBACK AND EQUINOX) •	42.99
TELSTAR 100% SCI-FI ADVENTURE (SUPER STAR WARS AND LAWNMOWER MAN) •	42.99
TELSTAR 100% SPORT (SENSIBLE SOCCER AND INTERNATIONAL TENNIS) •	42.99
TERMINATOR 2 - THE ARCADE GAME	19.99
THE ADVENTURES OF BATMAN AND ROBIN •	48.49
THE BRAINIES •	37.99
THE DEATH AND RETURN OF SUPERMAN	40.99
THE SHADOW •	40.99
TINY TOON ADVENTURES - BUSTER BUSTS LOOSE	26.99
TINY TOON ADVENTURES - WILD 'N' WACKY SPORTS •	40.99
TURN AND BURN	41.99
VIRTUAL BART •	50.99
VORTEX •	45.99
WARPSPEED	29.99
WING COMMANDER - SECRET MISSIONS	19.99
WINTER OLYMPICS	41.99
WOLFENSTEIN 3D	18.99
WORLD CUP STRIKER	49.99
WORLD CUP USA '94	44.99
WORLD LEAGUE BASKETBALL	17.99
YOGI BEAR - CARTOON CAPERS •	39.99
YOSHI'S SAFARI (SCOPE 6 GAME)	33.99
ZELDA 3 - LINK TO THE PAST	33.99
ZOMBIES	40.99

GAMEBOY GAMES

ADVENTURE ISLAND 2	19.99
ALADDIN (SG) •	23.99
ALIEN OLYMPICS •	19.99
BART VS JUGGERNAUTS	12.99
CHOPLIFTER 3 •	19.99
DESERT STRIKE •	23.99
DONKEY KONG '94 (SG)	19.99
DUCK TALES 2 •	25.99
F1 POLE POSITION	19.99
FIDGETTS	19.99
FLINTSTONES (THE MOVIE) •	22.99
GAMEBOY GALLERY •	19.99
JURASSIC PARK	24.99
JURASSIC PARK 2 •	19.99
KIRBY'S DREAMLAND	14.99
KIRBY'S PINBALL	18.99
KRUSTYS FUN HOUSE	14.99
LEMMINGS	17.99
LEMMINGS 2 •	25.99
LION KING •	25.99
MEGA MAN 3	19.99
MICRO MACHINES •	25.99
MONSTER MAX	23.99
MORTAL KOMBAT 2	25.99
MYSTIC QUEST	18.99
PAGEMASTER •	25.99
PINBALL DREAMS	17.99
POWER RANGERS •	23.99
PROBOTECTOR 2 •	19.99
RACE DAYS • (FOUR WHEEL DRIVE AND DIRTY RACING)	19.99
RAGING FIGHTER	19.99
REN AND STIMPY	19.99
SPACE INVADERS (SG) •	19.99
STAR WARS	23.99
SUPER MARIO LAND	19.99
SUPER MARIO LAND 2	19.99
SUPER MARIO LAND 3 - WARIO LAND	19.99
TARZAN •	19.99
TERMINATOR 2	11.99
TETRIS 2 (SG)	19.99
TINY TOON ADVENTURES - WACKY SPORTS •	19.99
TOP RANKING TENNIS	19.99
WINTER GOLD •	22.99
WIZARDS AND WARRIORS •	15.99
WORLD CUP STRIKER	19.99
YOGI BEAR - GOLD RUSH •	19.99
ZELDA - LINK'S AWAKENING	19.99

A SCART TV/MONITOR GIVES A PIXEL-PERFECT, MONITOR-QUALITY PICTURE

SONY KVM1400 14" FST COLOUR SCART TELEVISION/MONITOR

WITH REMOTE CONTROL. 60 CHANNEL TUNING, REAR SCART INPUT, HEADPHONE SOCKET, TWO POSITION TILT, BLACK TRINITRON SCREEN, LOOP AERIAL.

FREE SCART LEAD

(STATE AMIGA, ST, MEGADRIVE 1 OR 2, SUPER NES, CD32 OR 3DO)

SONY 14" COLOUR TV (GREY)	194.99
SONY 14" COLOUR TV (WHITE)	194.99
SONY 14" COLOUR TV + FASTEXT (GREY)	244.99
ALSO AVAILABLE - SHARP 14" TV/MONITOR + FREE SCART LEAD	174.99
PHILIPS CM8833 MK2 COLOUR MONITOR WITH BUILT-IN STEREO	215.99

SUPER NES DEALS

SUPER NES MARIO ALL STARS PACK WITH SUPER MARIO 1, 2 AND 3 PLUS LOST LEVELS GAME AND ONE CONTROL PAD ... 82.00

SUPER NES WITH DONKEY KONG COUNTRY AND ONE CONTROL PAD (DUE MID NOV) ... 120.00

SUPER NES + SUPER GAMEBOY WITH FIFA SOCCER ... 120.00
INCLUDES SUPER GAMEBOY ADAPTOR, ALLOWING THE USE OF GAMEBOY GAMES ON THE SUPER NES, AND ONE CONTROL PAD

SUPER NES WITH FIFA SOCCER AND 1 CONTROL PAD ... 96.00

SUPER NES WITH STARWING AND 1 CONTROL PAD ... 76.00

•• VERY SPECIAL DEAL ••

AVAILABLE ONLY WHEN YOU BUY A SUPER NINTENDO

PLUS SCOPE SIX & SUPER MARIO WORLD JUST ADD **24.99**

INCLUDES SCOPE SIX LIGHT GUN WITH SIX GAMES AND SUPER MARIO WORLD

GAMEBOY DEALS

GAMEBOY WITH BATTERIES ... 35.99

GAMEBOY+CASE, TETRIS, SUPER MARIO LAND AND BATTERIES ... 59.99

GAMEBOY+CASE, KIRBY'S DREAMLAND AND SUPER MARIO LAND 3 (WARIO) ... 62.99

+CASE DEALS INCLUDE FREE MULTI-COMPARTMENT BLACK PADDED CARRY CASE FOR GAMEBOY, CAMERA ETC

LOGIC 3 MAINS ADAPTOR FOR GAMEBOY ... 9.99

SUPER GAMEBOY ADAPTOR

NINTENDO SUPER GAMEBOY ADAPTOR ... 44.99

FOR SUPER NES. ALLOWS YOU TO PLAY GAMEBOY GAMES ON A SUPER NES, SELECT COLOUR SCHEMES (FOUR COLOURS) AND CREATE AND SAVE YOUR OWN DESIGNS. ENHANCED GAMEBOY TITLES MARKED "SG" WILL PLAY IN FULL COLOUR

SUPER NES EXTRAS

ASCIIPAD SN JOYPAD FOR SUPER NES. WITH SLOW MOTION AND TURBOFIRE **12.49**

BEESHU ANGLER JOYPAD FOR SUPER NES. WITH SLOW MOTION AND TWO-SPEED AUTOFIRE **19.99**

FIGHTER STICK SN FOR SUPER NES. ARCADE STYLE JOYSTICK WITH AUTO FIRE, TURBO FIRE AND SLOW MOTION **24.99**

FREEWHEEL STEERING WHEEL FOR SUPER NES. PLUGS INTO JOYPAD PORT. SUITS MOST DRIVING GAMES **19.99**

LOGIC 3 LOGIPAD SN FOR SUPER NES. WITH MICROSWITCHED DIRECTIONAL CONTROL AND AUTO FIRE **13.99**

LOGIC 3 SPEEDPAD SN FOR SUPER NES. WITH AUTOFIRE **9.99**

NINTENDO CONTROL PAD FOR SUPER NES **16.99**

PHASE 9 OBLITERATOR WITH AUTOFIRE (TWO SPEED) AND SLOW MOTION **12.49**

NINTENDO SCOPE 6 LIGHT GUN WITH SIX GAMES **19.99**

QS190 MAVERICK 2B JOYSTICK FOR SUPER NES ... 12.49

QUICKJOY SN PROPAD FOR SUPER NES WITH SLOW MOTION & TWO SPEED AUTOFIRE **12.99**

QUICKJOY SN PROGRAM PAD PROGRAMMABLE JOYPAD HOLDS UP TO THREE PRESET MOVES IN MEMORY. IDEAL FOR GAMES WHERE SPECIAL MOVES USING MORE THAN ONE BUTTON ARE REQUIRED ... 19.99

QUICKJOY SN PROGRAM JOYSTICK FOR SUPER NES PROGRAMMABLE WITH AUTOFIRE AND SLOW MOTION **24.99**

SAITEK MEGAMASTER I JOYSTICK WITH AUTOFIRE & SLOW MOTION (MICROSWITCHED) **17.99**

SAITEK MEGAPAD 6 WITH MICROSWITCHED DIRECTION CONTROL AUTOFIRE AND SLOW MOTION **12.99**

SAITEK MEGAPAD II FOR SUPER NES. WITH AUTOFIRE AND SLOW MOTION **10.99**

SUPER ADVANTAGE JOYSTICK FOR SUPER NES. WITH SLOW MOTION, TURBOFIRE AND AUTOFIRE **20.99**

QS197 PYTHON 2B JOYSTICK FOR SUPER NES ... 10.99

PHASE 9 MULTI PLAYER ADAPTOR FOR SUPER BOMBERMAN AND OTHER 4-PLAYER GAMES) ... 19.99

MONITOR LEAD - SNES TO PHILIPS CM8833 MK2 ... 12.99

HI-FI AUDIO LEAD - SNES TO STEREO ... 12.99
(1.5 METRES, SNES TO 2 X PHONO PLUGS)

NINTENDO STEREO AUDIO/VISUAL LEAD 16.99
FOR SUPER NES (INCLUDES SCART/EURO CONNECTOR AND RED/YELLOW/WHITE PHONO STEREO & VIDEO LEAD)

SCART LEAD - SUPER NES TO TV WITH SCART INPUT ... 9.99

DUST COVER FOR SUPER NES ... 5.99

FOR GAMEBOY EXTRAS AND THOUSANDS OF OTHER PRODUCTS PLEASE ASK FOR A FREE CATALOGUE

SPECIAL RESERVE
HEAVY discounts
HUGE range
Special Reserve The Discount Club
FREE - 16 page colour catalogue - just phone
0279 600204

HUGE range of hardware, software, books, peripherals and leads for PC, CD Rom, Amiga, CD32, Sega, Nintendo, Atari, Apple, Sony, Philips and 3DO. All official UK products, all at HEAVILY discounted prices
Order by post, or by phone or come to one of the Special Reserve

OPEN 10am to 8pm CLUB SHOPS 7 DAYS A WEEK

43 Broomfield Rd **CHELMSFORD** near the bus station
The Maltings **SAWBRIDGEWORTH** near the train station

Over 200,000 people have joined Special Reserve

WE ONLY SELL GENUINE UK PRODUCTS

AMIGA CD32 CRITICAL ZONE PACK 230.00
WITH MICROCOSM, CANNON FODDER, LIBERATION, PROJECT X, ULTIMATE BODY BLOWS, OSCAR AND DIGGERS

MEGADRIVE WITH SIX GAMES + 2 PADS 88.00

MEGA CD + TOMCAT ALLEY + 8 GAMES 179.99

ATARI JAGUAR + CYBERMORPH 199.99

PANASONIC 3DO + TOTAL ECLIPSE 385.99

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN
Members receive our 48-page Colour Club Magazine bi-monthly
Each issue reviews a selection from our extensive range and includes at least £30 worth of coupons for additional savings on top products
Members are under no obligation to buy anything

MEMBERSHIP FEES	UK	EC	WORLD
SIX MONTHS TRIAL	4.00	6.00	7.00
ONE YEAR	7.00	9.00	11.00

ONE YEAR PRICE INCLUDES SIX ISSUES OF THE SPECIAL RESERVE MAGAZINE WITH £30 OF XS COUPONS

Credit Card Sales 0279 600204 10am to 8pm Daily

All prices include VAT and 2-3 working day carriage to UK mainland
Software and peripherals are sent by post, hardware by White Arrow
Allow one or two days for processing and despatch of stock items
An order confirmation/despatch advice/VAT receipt will follow

Hardware items (battery or mains) are only supplied to the UK mainland
Overseas orders must be paid by credit card (no hardware sold overseas)
Overseas surcharge £2.00 per software item or 25% on other items

(BLOCK CAPITALS please) IDEA
Name & Address
Postcode
If PC please state DISK or CD ROM
Phone No Machine
Enter membership number (if applicable) or
NEW MEMBERSHIP FEE (ANNUAL UK 7.00)
item
item
item
Please use this box to add any **optional** fast delivery charge
1st Class Post 40p per posted item or **£10 overnight hardware**
ALL PRICES INCLUDE UK POSTAGE & VAT £
Cheque/P.O./Access/Mastercard/Switch/Visa

CREDIT CARD EXPIRY DATE SIGNATURE SWITCH (ISSUE NO)

Cheques payable to: **SPECIAL RESERVE at**
P.O. BOX 847, HARLOW, CM21 9PH
or FAX a credit card order on 0279 726842

Inevitably some games listed may not yet be available. Please phone sales to check availability before ordering. We reserve the right to change prices and offers without prior notification. SAVE = Saving off recommended price. PRICES CORRECT AT TIME OF GOING TO PRESS. 10.10.94 E. & O.E.
Inter-Mediates Ltd, 2 South Block, The Maltings, Sawbridgeworth, Herts. CM21 9PG.

SUPER PLAY

WE HAVE WHAT IT TAKES TO BUILD A GREAT PC — DIY PC — PRICES INCLUDE VAT AND CARRIAGE

486DX2/66 4/0 TOWER BASE UNIT	...679.99
+ MICROSOFT DOS 6.2 AND WINDOWS 3.11	...89.99
SVGA COLOUR MONITORS FROM	...189.99
KEYBOARDS - 102 KEY FROM	...22.99
CD ROM DRIVES FROM	...109.99
INTERNAL IDE HARD DRIVES FROM	...159.99
4 MB RAM EXPANSION FOR PC	...129.99
MOUSE FOR PC 290-2900 DPI	...10.99
SOUND CARDS FROM JUST	...39.99

NBA LIVE '95

We have netball, played by small girls. America has basketball, played by wealthy giants. Why?

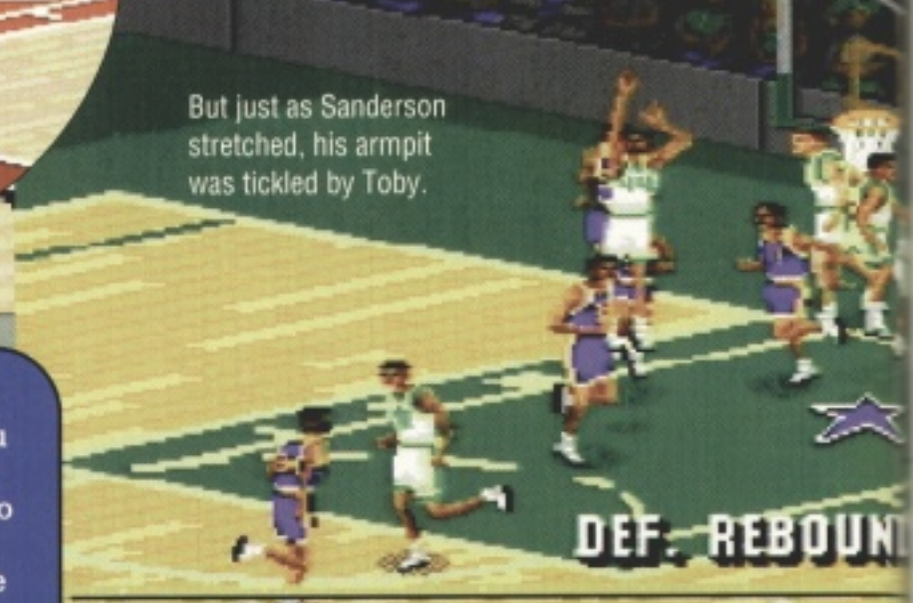
...And in the confusion, Smyth minor secretly popped the ball into the net.

UK Release

Game: NBA Live '95
Publisher: Electronic Arts
Developer: In-house
Price: £54.99
Release: Out now
Players: 1 to 5
Cart ROM: 8 Mbit

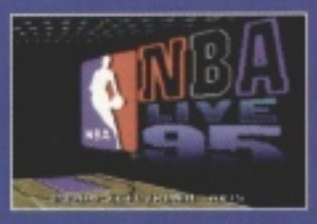
Right: There are more stats in this game than you'll find, er, in an office.

By Jove! Slam-dunk!



But just as Sanderson stretched, his armpit was tickled by Toby.

GOOD, BAD OR UGLY?



Apparently everybody has been clamouring for a basketball game which displays the court at a 30° angle. So say Electronic Arts, and who knows? They may be right.

But anyway, the 30° angle works really rather well. The problem with many basketball games is that things can get confused when loads of players mill around in one close area (near the basket, obviously). This new angle is great. In fact it's actually an improvement on the *NBA Jam* side-view. The only occasional problem occurs when you want to pass to another player who is just off the screen. If you know they're there, it's fine. But if they're CPU-controlled, they might have vanished up the court, and you'll be left hurling the ball in the wrong direction totally.

This is rare, though. The view is fine, as are the graphics. They're not as clean and sharp-looking as *NBA Jam's*, but they're well animated and quick, and once you've got used to them, you can see exactly what's going on.

Correct me if I'm wrong, but there are actually more plays and options in *NBA Live '95* than there are in *Jam*. There are jump shots, jump hooks, layups, slams, pushes, steals, falls, rebounds, and showboats. I'm not sure what all these are, but they're in there. And you can fiddle with just about everything. Strategies can be set, as can offensive and defensive sets, and you can even decide on how much pressure to put your opponents under. It's highly detailed and very complex.

To get the best out of the options, you must really know your basketball. Every player in the *NBA* is here, all statted up to the hilt, and there's a rather smart customise option for team-building. Once you've waded through all this (it's easy to bypass, actually, if you just want to play a game) you decide whether to play arcade or simulation and off you go.

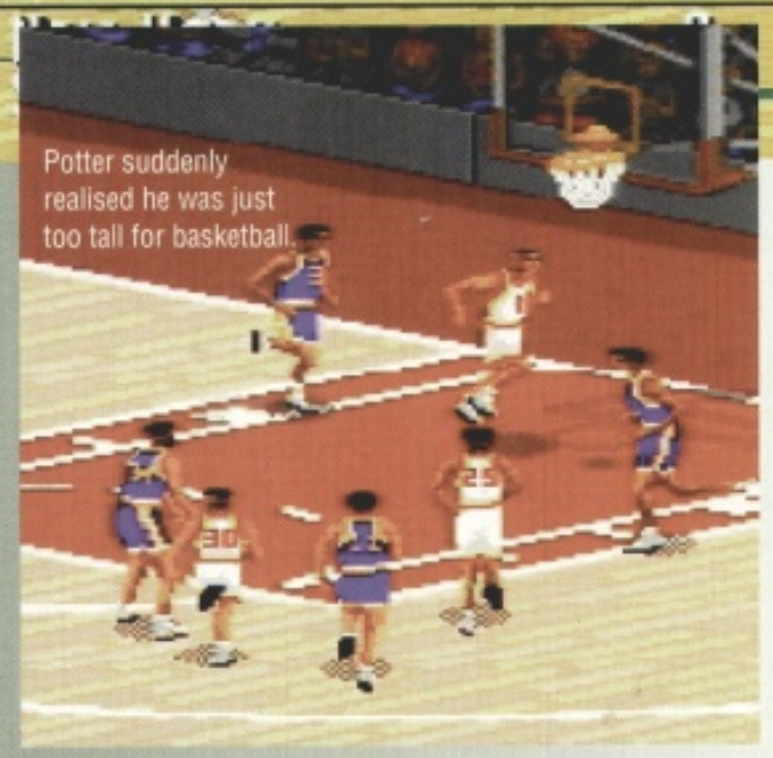
Playing is fast, accurate and involves lots of button beating on the joypad. You have to play lots and lots to get decent at it, and then you have to learn the players, so you know who can pass, score the three-pointers and strip the ball from the opponents. It's the sort of game you'll be playing for a long time, and it'll get better and better.

Better, though, than *NBA Jam?* Well, it's slightly different, not quite as arcadey, manic and hysterical but rather more realistic and tactical. And there's a great deal to it. *NBA Live '95* is a dead worthy game, in fact.

● James Leach

GRAPHICS	SOUND	GAMEPLAY
76%	88%	83%
GAMELIFE 87%	OVERALL SCORE:	84%

VERDICT: Not an *NBA Jam* clone, and a jolly good basketball game. You'll need to know your 'hoops' if you're to stand a chance of getting the best out of it.



Potter suddenly realised he was just too tall for basketball.

Mid-game hoop repairs were right up Ian's street.

FIRE

VIDEO GAME ACCESSORIES

Direct Mail Order Lines: 0302 750698 0302 750704 Fax: 0302 752507

£14.99

SFX Adaptor

The world's first and best selling Snes adaptor allows most of the latest imported Snes games to play on the European system. These include the FX Chipped games and most of the NTSC only games. "The Fire SFX adaptor has the sturdiest and safest design of all the devices that have been tested"-Superplay May '94.

£34.99

Freedom Fighter (Snes /Megadrive)

The Freedom Fighters represent our range of infra red joypads. Both the Snes and Megadrive versions have fully micro switched controllers. The Megadrive Version benefitting from having the latest six button technology.

£19.99

Tribal Tap

The world's first Multi-Player adaptor to allow up to an incredible six players to simultaneously enjoy the action, on any game equipped for such raw Tribal involvement.

£14.99

Heatseeker Joypad Megadrive/Snes

This "Hot" joypad is based upon our famous "Patriot" design. The Megadrive Heatseeker is the updated six button version based upon the Snes version, so the fighting moves are easy to execute. Seek the Heat!

£39.99

Tri-Star

The world's first 8-bit adaptor for Snes! Plays most of the brilliant 8-bit Nes games on the Super Nes. The Tri-Star plays American, European and Japanese Nes games. Simply plug the neat machine into the cartridge slot of the Snes, to access literally thousands more games. All commands are controlled by an on screen display that makes this a truly remarkable product!

£17.99

Ultra 2 in 1

The first pad in the UK which allows the user to play on both the Megadrive and Snes Consoles, with six button function for the Megadrive and Turbo Fire option making this pad a sure "Fire" winner!

£29.99

Sidewinder

The Sidewinder is a dual purpose joystick with connectors for both the Megadrive and Snes. The main controlling stick and all the action buttons are micro switched for instant response and maximum quality. The quality is also reflected in the design, which makes it arguably the most attractive joystick available.

£24.99

Freedom Fighter Adaptor (SNES)

Allows the games player to simply plug their favourite joystick or joypad into the FREEDOM FIGHTER ADAPTOR, instantly transforming the joystick /pad into an infra-red device.

Over 200,000 units sold worldwide.

£14.99

Nitro II

Fire's original best selling games adaptor, enabling the gamesplayer to use most of the latest Japanese and American NTSC only games on their European system, has been upgraded to play any Megadrive game on any system, with the use of dip switches on the rear of the adaptor. Both versions 1.0 and 2.0 are available

£14.99

Megamaster

Our compact cartridge shaped device allows the 8-Bit Master System games to play on the 16-Bit Megadrive I and II, Pal or NTSC, another first for "Fire"

£19.99

Rebel Mouse (SNES)

This durable, high quality product, complete with mouse mat, represents state of the art circuitry, and is the first independent stand alone mouse for the SNES. A real Rebel without a claws.

Order directly from our Warehouse:
Please make all cheques and Postal orders payable to:
Fire International Ltd, 4 Buttercross Court, Northgate, Tickhill, Doncaster. DN11 9HU
OR call our credit card hot lines: 0302 750698/0302 750704 Fax: 0302 752507.
Simply call or fax and leave your name and address if you wish to be placed on our mailing list.
All prices include postage and packing. All Trade enquiries welcome!
THE HOTTEST RANGE OF VIDEO GAME ACCESSORIES.

Access VISA

CONSOLE CONNECTIONS

The Shop That Delivers

LATEST (USA)

Breath of Fire	£59.99
Super Street Fighter 2	£64.99
Tetris 2	£44.99
Pro Adapter	£16.99

SEGA SATURN (IMPORT)
Mid Nov
SONY PLAYSTATION
Early Dec

UK

Aero Acrobat	£39.99
Alfred Chicken	£24.99
Art of Fighting	£42.99
Bomberman 2	£42.99
Equinox	£29.99
Boris Knightmare	£24.99
Batman Returns	£29.99
Bio Metal	£36.99
Cal Ripkin Baseball	£24.99
Chopliffter 3	£36.99
Claymates	£36.99
Cybernator	£24.99
Donkey Kong Country	Call
F-Zero	£19.99
Goals	£24.99
Int Sensible Soccer	£39.99
Jungle Book	£31.99
Kevin Keegans Player Manager	£24.99
Lion King	Call
Mickey Mania	£47.99
Micromachines	£42.99
Mortal Kombat 2	£54.99
Populous II	£29.99
Ren & Stimpy	£24.99
R-Type 3	£39.99
Smash Tennis	£39.99
Space Ace	£24.99
Spankster	£42.99
Spectre	£37.99
Street Racer	Call
Sunset Riders	£29.99
Super Battle Tank 2	£47.99
Super Turrican	£24.99
Syndicate	Call
T2	£24.99
Wing Commander - Secret Mission	£24.99
Wolfenstein 3D	£24.99
World Cup Striker	£39.99
Young Merlin	£39.99

Postage £1.50 Games, £6 Consoles

Atari Jaguar (UK) £219.99
3DO (UK) £389.99
Software
Call

SNES UK £74.99
+ F-ZERO £84.99

Bored of your games?
We buy and sell used SNES games Hundreds Available
Ring for details!!!!!

Access VISA

Shops at Truro, Kenwyn Street Penzance, Chapel Street

CONSOLE CONNECTIONS - 19 Kenwyn St, Truro, Cornwall
TR1 3BU Tel: 0872 261065 Fax: 0872 261067 Open 10am -5pm

MANGA VIDEOS

TRADING CARDS

MANGA POSTERS

MANGA T-SHIRTS

VISA Access DELTA SWITCH

CREDIT CARD AND INFORMATION HOTLINE
0989 767 655

FREE CATALOGUE AVAILABLE

MAVERICK MAIL ORDER
PO BOX 7, ROSS ON WYE, HEREFORDSHIRE. UK. HR9 7YX
TEL: 0989 767 655 FAX: 0989 768 563

OUR XMAS STOCKING FILLERS!

DRAGON BALL Z & SF II SD FIGURES	PAIR £6-00		
DRAGON BALL Z & SF II COLLECTORS CARDS	£14-00	DBZ TWO TIER PENCIL CASES	£13-50
FULL RANGE OF DBZ ACTION FIGURES	FROM £5-00	DBZ VIDEOS (CANTONESE/JAPANESE)	£15-00
SOLID CAST DRAGON BALL Z MODELS UNPAINTED/PAINTED	FROM £15-00	NEW IN STOCK SD-BB GUNDAMS (VERY CUTE MECHA!)	FROM £13-50

ALSO OTHER ANIME PRODUCTS AVAILABLE.
VIDEOS, MODEL KITS, T-SHIRTS ETC.
FOR A FREE LIST OF OUR CURRENT STOCK SEND TWO 1ST CLASS STAMPS TO OUR NEW SHOP ADDRESS.
JAPANESE ANIME CREATIONS - CREATION STATION
22A TAMWORTH ROAD, LONG EATON, NOTTINGHAM NG10 1JJ
PHONE/FAX: 0602 468544 MOBILE: 0850 260022

Computer Paradise Ltd

Pavilions Centre, Uxbridge
Tel: 0895 236799
(Opposite Argos)

NEW STORE NOW OPEN

- **Used Carts for Cash**
- **Latest Imports USA/JAP**
- **All Formats Stocked**

including 3DO, Jaguar, CDi

E I D

CONSOLES

IN STOCK VERY SOON!
Sony Playstation
Sega Saturn
SNES, SEGA, PC, AMIGA
For your FREE! information pack on the above (state machine) Contact us today!

LOOK! no further for the latest imported Add-ons from the FAR EAST! CALL US NOW for unbelievable prices!

For Fast Friendly Service
Tel: 081-386-1454
Fax: 081-950-6262
E.I.D. P.O. Box 23, Bushey, Watford WD2 3YL

TRADE WHOLESALE RETAIL

Tel: ENGLAND 0850 911682
HONG KONG (852) 6506509
Fax: ENGLAND 081 508 3845
HONG KONG (852) 6506526
28 Ha Pok Ngau Shek, Lam Tsuen, Tai Po, N.T. HONG KONG

SUPER FAMICOM
Dragon Ball Z part 3 Samurai Spirits
Mortal Kombat 2
£60

DRAGON BALL Z 超武闘伝 3

PROJECT K
SONY PLAYSTATION SATURN

Dragon Ball Z 3	£60
Ranma ½, 2" models	£8
Trunks Long hair model	£19
Dragon Ball Z or Ranma ½ Music CD	£15
6 Slam Dunk mini Models	£21
6 Dragon Ball Z mini models	£21
Son Goten + Son Gohan models	£16
Young Trunks + Saiyan Trunks models	£16
Ranma ½ Ryoga PIG model	£15
POSTERS Ranma ½, Dragon Ball Z Yu Yu Hakusho, Sailor Moon	£6
Dragon Ball Z subtitled video	£15
Art of Fighting subtitled video	£15
Collectors Cards From	£8

CALL FOR PRICE

For a Full catalogue send a LARGE SAE to this address in England
PROJECT K, The Seedbed Centre, Langston Road, Loughton Essex

BEYOND COMPUTERS

Established over a year!

SPECIALISTS IN THE LATEST IMPORTED ADD-ONS!
32M DX!
NOW IN STOCK
24-32M UPGRADES!

TEL/FAX:
0423 868289
P.O. Box K1,
Knaresborough HG5 9XD

M.D. CONSOLES.

Specialist Retailers of Games Consoles, Accessories and Development Stations for Megadrive and Famicom

Suppliers to Both Retail and Trade Outlets

RING FOR CATALOGUE

— 0384 480047 —

Showroom now open at Suite 6c Mill Street, Brierley Hill, West Mids DY5 3AW
Sales & service 0384 480047

Super DX32 addons *latest 95 model*
3DO, NeoStar CD-System
Sony PlayStation PSX *Coming soon!*
Latest hardware & software titles
SNES 50-60hz decoded conversion
System upgrades & repair
Guarantee next-day delivery

Call Now!
0489-578108
0705-787327 fax/Tel
0831-376166
0837-840967 Lab

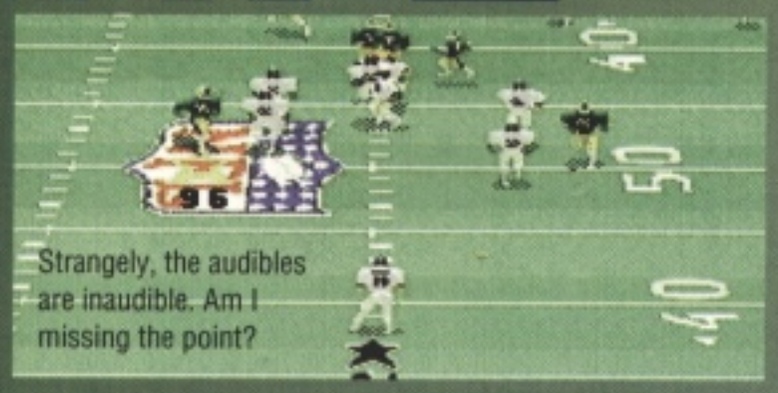
Opening hours Mon-Sat 9am-7pm
International & trade orders welcome

Tokyo Town 東京城
Games & Consoles

70 Orchard Road, Southsea, Hampshire P04 0AB

MADDEN NFL '95

And next up in the *Super Play* Super Bowl, two ex-players and their accompanying licences...



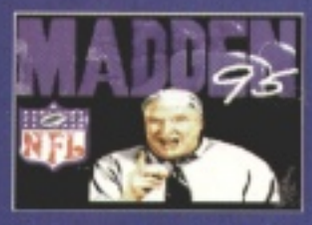
Strangely, the audibles are inaudible. Am I missing the point?

The excellent replay facility has been left intact.

UK Release

Game: Madden NFL '95
Publisher: Electronic Arts
Developer: Visual Concepts
Price: £49.99
Release: Out now
Players: 1-4 simultaneously
Cart ROM: 8Mbit
Adaptor: TBA

GOOD, BAD OR UGLY?



Another year, another *Madden*. Do people collect these things or something?

Madden '95's problem is that it has to follow up *Madden '94*, which was pretty much hailed as the best American Football game the SNES ever. So how does it improve on that? If at all?

Well, most of the changes this time are, it has to be admitted, purely cosmetic. Apart from a modification in the points you get for a conversion (in line with the real sport, apparently), and slight changes to the passing, formation and play selections systems (none of which actually improve the game – they just make it different), the gameplay is pretty much identical.

What we get now, though, is Madden(ing) himself whittering away before, during and after the match, generally improved graphics, full 47-man rosters for each team, a special Tenth Anniversary Madden (whatever that is) and a new selection of End Zone shuffles. Cor.

What hasn't been addresses is that fact that, despite the visual splendour, the players still move so darned fast you can't see what's happening during a play (unless you use the dead spiff replay facility, that is).

So is it an improvement on the *'94* version? Yes. Just. But not really worth buying if you've already got last year's game. Unless you're a collector. Of course.

● Dave Golder

GRAPHICS	SOUND	GAMEPLAY
90%	80%	83%
GAMELIFE 85%	OVERALL SCORE:	84%

VERDICT: Pretty much the same as *Madden '94*. The changes are minimal. Which still means it's good.

TROY AIKMAN NFL FOOTBALL

GOOD, BAD OR UGLY?

I'll be honest. I wasn't expecting too much from this game. Especially as I had to review it over the same weekend as I reviewed Madden '95, which is a very polished game.

And first impressions weren't good. The presentation and graphics have a 2D, blocky, Hannah-Barbera feel to them.

But I've never been a believer in love at first sight (as I keep telling myself when I look in the mirror) and in this case ugliness was only skin deep.

It actually plays pretty much the same as *Madden*, though there's more freedom in the choice of team formations and plays. There's even a comprehensive Custom Mode item so that you can invent your own tactics. In fact, the range of options is bewildering.

And even though the graphics aren't stunning, at least you can actually work out what's going on during a play.

The outcome of a play seems to rely more on the tactics you choose than on your skill with the joypad when the action starts. In other words, you'll need to be an American Football connoisseur to get the best out of this game.

Which is both a plus and a minus. Because if you aren't heavily into the sport, this is undeniably a lot less appealing than the user-seductive *Madden* game. But it still ain't bad.

● Dave Golder

GRAPHICS	SOUND	GAMEPLAY
76%	71%	82%
GAMELIFE 79%	OVERALL SCORE:	77%

VERDICT: It looks pretty manky, but it plays well enough. But it's a bit too complex for US footie novices.

UK Release

Game: Troy Aikman NFL Football
Publisher: Electronic Arts
Developer: In-house
Price: £49.99
Release: Out now
Players: 1-2 simultaneously
Cart ROM: 12 Mbit
Adaptor: TBA

If you're wondering why the screenshot looks so pale, it's because it's supposed to be snowing. Nice try, but no cigar.

MEGGA GAMES

213A Belsize Road, London NW6, (Nr Kilburn Pk Tube)

3DO GAMES IMPORTS 49-99

OPEN 1-00 PM TO 10PM MON-SUN

MERRY CHRISTMAS TO ALL OUR CUSTOMERS

IMPORTS: SATURN & SONY PLAYSTATION * 32X ADD ON

YOUR SATISFACTION IS OUR SUCCESS

Title	New	Used	Title	New	Used
ALIEN III	39-99	-	MAXIMUM CARNAGE	49-99	-
ANOTHER WORLD	14-99	-	MICKEYMANIA	44-99	-
ANOTHER WORLD II	CALL		MICKEY'S MISERY	54-99	
ARCANA	49-99	-	MORTAL KOMBAT	29-99	19-99
BATMAN RETURNS	39-99	25-00	MORTAL KOMBAT II	49-99	35-00
BLACK THORN	64-99	-	NBA JAM	49-99	-
BOMBERMAN II	54-99		R TYPE III SPECIAL OFFER	29-99	-
BRAIN LORD	59-99	-	RANMA 3	54-99	-
BREATH OF FIRE	59-99	-	ROCKY & POCKY II	54-99	-
CHAOS ENGINE	39-99	32-99	SAMURAI SPIRIT	79-00	-
CLAYFIGHTER TOURNAMENT	59-99	-	SATURDAY SLAM MASTERS	49-99	-
DEMONS BRAZEN	69-99	-	SECRET OF MANA	54-99	-
DONKEY KONG	49-99	-	SENSIBLE SOCCER	29-99	18-00
DRAGON BALL Z NO 2	49-99	-	SHADOW RUN	49-99	-
DRAGON BALL Z NO 3	CALL		SOCCER SHOOTOUT	54-99	-
DRAGON (BRUCE LEE)	44-99		SOUL BLAZER II	CALL	
DRAGONS LAIR III	CALL		STREET FIGHTER II TURBO	59-99	-
EARTH WORM JIM	54-99	-	STUNT RACE FX	44-99	
EQUINOX	39-99	28-00	SUPER FAMILY CIRCUIT	64-99	-
EYE OF THE BEHOLDER	54-99	-	SUPER GAME BOY COLOUR	42-99	-
F1 INDY CAR	54-99		SUPER METROID	44-99	-
FINAL FANTASY 3	64-99	-	VORTEX	59-99	-
FATAL FURY SPECIAL	59-99	-	WILD TRAX	49-99	-
FIFA 95	44-99	-	WORLD HEROES II	79-99	-
ILLUSION OF GAIA	64-99	-	YUYU HAKUSHO II	59-99	-
KEVIN KEEGAN FOOTBALL	29-99	24-00			
LEGEND	54-99	-			
LEMMINGS II	49-99				
LUFIA	54-99	-			

MANY GAMES REDUCED TO CLEAR FROM £14-99 CALL FOR SALE CATALOGUE!!!

Please Call Before Placing Your Order

TEL: 071 372 4356

VISA Switch Access

** SERVICE & REPAIR CENTRE ** NOW OPEN

Cheques/PO's/Visa to: MEGGA GAMES 213A BELSIZE RD, WEST HAMPSTEAD, LONDON NW6 4AA NEAR KILBURN PARK TUBE

Please add £2-00 P+P per Game, £10-00 P+P for Consoles. Prices subject to change and availability

CONSOLE ELITE

364 Uxbridge Road, Hayes, Middlesex UB4 0SE

West London's SUPER NINTENDO SPECIALISTS

* LATEST IMPORTED ACCESSORIES
* Upgrades 24-32m
* U.S. Consoles & latest titles in stock plus large selection of used games
* ATARI JAGUAR (US) Now in stock
* Saturn & Playstation
* SUPER NES 50/60 HTZ Conversions

Ring for details 081 561 2422

NEWS FLASH!

We will beat any Mail order price on all new releases
Thousands of new & secondhand games in stock Mega Drive, MegaCD, Master System, Nes, Snes, Jaguar and just arrived 3DO
Imports a speciality.
We guarantee a faster and reliable service.
No Membership Fees
Best deals on part exchange.
Ring our games Hot Line for a quote

Call: 0532 613424/688936

7 days 9am-9pm
Est. 15 Years
All goods subject to availability.

Access VISA

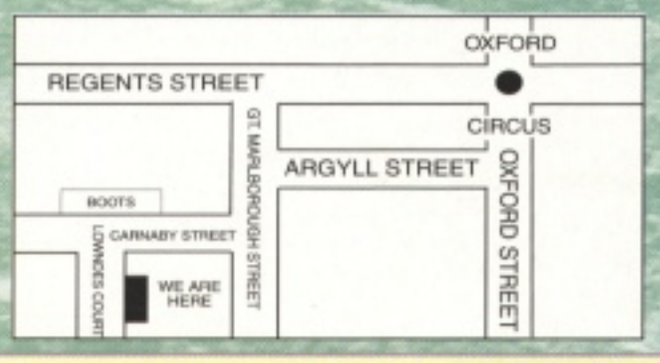
Visions: 728 King Lane, Leeds LS17 7BA

ENHANCE YOUR CONSOLE!!

ADVANCE CONSOLE ENTERTAINMENT

VIDEO GAMES

- Have your UK/US/JAP Console converted to run at both 50hz & 60hz speed via PAL 1 or Scart or both. (60hz lets you play all games on full screen with no borders & runs faster)
- Have your UK/US/JAP Console converted to accept all UK/US/JAP Games without using adaptors. (Adaptors do not run all games and can cause seriouse damage to your console.)
- Have your UK/US/JAP Console converted to accept all UK/US/JAP Joysticks, Joypads & Accessories
- Have your UK/US/JAP Console converted to PAL, SCART or Both & to work on any RGB monitor
- Have your Neo Geo converted to display the blood in the games, "Samurai Showdown, The King of Fighters/94"



3 Lowndes Court, Carnaby Street, London W1V 1PP (opposite Boots)

SEE & TRY ALL THE LATEST UK/US/JAP GAMES BEFORE YOU BUY ON THE SEGA MEGADRIVE, MEGA-CD, SUPER NINTENDO, NEO GEO, PC ENGINE, ATARI JAGUAR, PANASONIC 3DO, SONY PLAYSTATION, SEGA SATURN, NEO GEO CD.

WE REPAIR ALL UK/US/JAP CONSOLES & ACCESSORIES.

Tel: 071-439 1185

Fax: 071-439 1186

FOR ALL YOUR QUERIES, RING US NOW!!

!!!WE HAVE!!!

SHOP PREMISES
A MAIL ORDER SERVICE
A REPAIR SERVICE
ON ALL UK/US/JAP CONSOLES, JOYSTICKS, JOYPADS
MAGAZINES FOR SALE
(GAMEFAN, THE EDGE, EGM, ETC)
MANGA VIDEOS FOR SALE (INC. FREE POSTER)
GIFT VOUCHERS AVAILABLE FROM OUR STORE.

SUBSCRIBE!

Subscribe to *Super Play*, it's completely excellent!

Missing Neko, are you? Well it's your fault. You didn't subscribe when he asked you to. Loads of other people did, of course, but you refused to. So now's your chance. Or you'll never meet Neko again.

You're going to have to subscribe. So do it right away!

Name:

Address:

Postcode:

Date:

Signature:

Tick here for the subscription you want

Direct debit

- ☐ UK £24.95
- ☐ Europe £41.95
- ☐ Rest Of The World £52.95

Other payment

- ☐ UK £29.95
- ☐ Europe £49.95
- ☐ Rest Of The World £57.95

Method of payment

☐ Direct debit ☐ Cheque (Payable to Future Publishing Ltd) ☐ Access ☐ Visa

Card no: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ Expiry date.....

Return this coupon, together with a cheque if applicable, in an envelope to: *Super Play*, Future Publishing Ltd, FREEPOST, Somerton, Somerset TA11 7BR. (You won't need a stamp.) Or phone (0225) 822511.

This coupon is valid until 31 December 1994.
SU/MAG/1294

Super Play Direct debit form Originator's ID: 930763

This form instructs your bank or building society to make payments direct from your account. Please complete all five items and send it to us as directed.

(Banks and building societies may refuse to accept instructions to pay direct debits from some types of accounts.)

1. Full address of your branch:

To: The Manager

..... Bank/Building Society

.....

.....

.....

2. Account number: ☐☐☐☐☐☐☐☐

3. Sort code: ☐☐ ☐☐ ☐☐

4. Account in name of:

_____

Instructions to bank/building society:

- **I instruct you to pay direct debits from my account at the request of Future Publishing Ltd.**
- **The amounts are variable and may be debited on various dates. I understand that Future Publishing Ltd may change the amounts and dates only after giving me prior notice.**
- **I will inform you in writing if I wish to cancel this instruction.**
- **I understand that if any direct debit is paid which breaks the terms of this instruction, you will make a refund.**

5. Signed _____

Date _____

GAMEFREAK

SNES TECH & GAMING ANSWERS

By Tony Mott

Gamefreak's his name and answers, information and speculation are his domain. What a dullard. (*Oi – GF*)

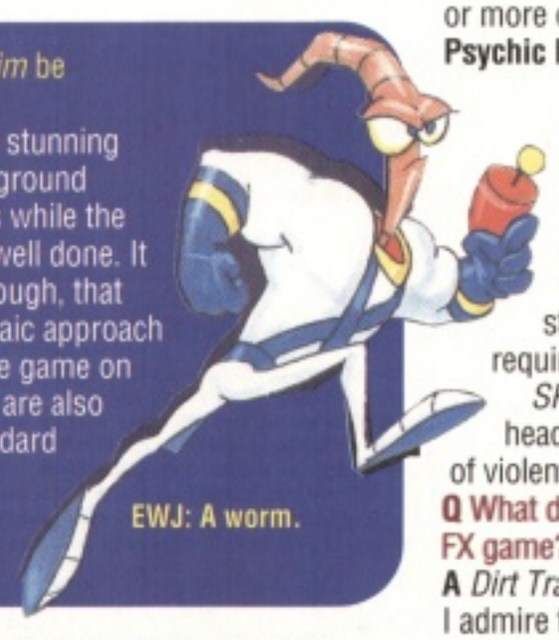
DEAR GAMEFREAK

Q Is it possible to record game footage onto a VCR tape, using only standard equipment (for endings and so on)?

A If you're using a standard British RF set-up, yes. All good specialist TV dealers should be able to sort you out with a splitting facility to send a signal to both your TV and your video.

Q Will *Earthworm Jim* be any good?

A Yes. It uses some stunning animation and background graphics techniques while the soundtrack, too, is well done. It could be argued, though, that Dave Perry's formulaic approach can be spotted in the game on occasions but there are also some very non-standard bits and pieces in there.



EWJ: A worm.

Q Is there anything at all you know about *SFIII?*

A Yes, but I've been sworn to secrecy.

Q Do you think we can expect any more conversions of those really good NES games like *Boulderdash,* for example?

A Well, the interest in retro video game culture doesn't look likely to die in the near future so, yes. Apart from *Libble Rabble,* though, there's nothing specific lined-up. *Space Invaders* on the Super Game Boy maybe? No? Thought not.

Q Are there any particular new games that we should be looking out for?

A Other than all of the titles in Gamefreak's Most Wanted last month, it's worth mentioning *Demon's Crest,* which could put Capcom back on track, and, of course, *Donkey Kong Country* which actually has a beautiful soundtrack to go along with those stunning graphics.

John Rogers,
Cheylesmore, Coventry.

DEAR GAMEFREAK

Q Despite the obvious audio/visual improvements, how different are the NES and SNES versions of I've played the original to death and would hate to buy the SNES version only to find that I know my way around the map.

A *Super Metroid* is in fact *Metroid III* (*Metroid II* having already appeared on the Game Boy) so expect it to bear the sort of differences you'd see in any sequel. Some sections of the game *are* similar, but the game as a whole is different enough to warrant purchase.

Q One of my favourite NES games was *Gremlins 2,* a platform/shoot-'em-up from a *Zelda*-type perspective. Can you suggest a decent SNES substitute (I've tried *Kikikaikai*)?

A The nearest I can come up with is *Zombies,* which I still think is a great game. Don't bother with its follow-up, *Ghoul Patrol,* though: it's too slow and the music isn't a patch on the Fat Man's fabulously atmospheric original score.

Q Will *Mana II* feature the original characters and game style we all know and love, or will it be a completely different kettle of fish?

A The game style will be the same – action-led, but with many layers beneath – but I wouldn't be surprised if the characters are altered or even if one or more of them are removed completely.

Psychic Fly, Surrey.

DEAR GAMEFREAK

Q What game should I buy, *Rock 'n' Roll Racing* or *Stunt Race FX?*

A It depends on what you want from a driving game. If you want varied courses, stacks of neat touches and a game that requires lots of practise to get good at, go for *SRFX. R 'n' R Racing* offers an infinitely better head-to-head mode, a top soundtrack and lots of violent behaviour. Does that help?

Q What do you think is the most promising new FX game?

A *Dirt Trax FX* played well enough when I saw it, and I admire the concept of sprites and polygons which it uses. *Starwing 2* probably holds the most promise, though, partly because Shigs is involved

FIFA's the people's favourite but I'm not wholly convinced.

with it, but also because the awareness – and thereby the optimum use and effectiveness – of 3D graphics on the Super Nintendo will have developed to new levels by the time of its completion next year. Hopefully.

Q What, in your view, is the best SNES football game around?

A To be honest, I don't really play footie games much after overdosing on them around the time of the World Cup. If pushed I'd say *WC Striker* or *WC '94* because for me, *FIFA's* just too limited.

James Fettiplace, Henley-on-Thames.

DEAR GAMEFREAK

Q Is *Dragon Quest V* going to be released over here and if so, who will be dealing with it?

A An English language release at this late stage in the game's life (it's over two years old) is highly unlikely, frankly. A conversion of *VI,* however, is likely to happen, in the States at least. Unfortunately, there's still little interest among UK publishers where RPGs are concerned.

Q Is there going to be a *Wildtrax 2,* if so when will it be released?

A There's no news as yet but bearing in mind how long it takes Nintendo to produce sequels in general, it's probably not worth speculating over a release date at this stage.

Q Is there an adaptor which runs games faster and reduces border size.

A No, you'll need a full 50-60 MHz conversion to achieve that.

Q Is the RPG demand still going? I ask because *Secret Of Mana* has a UK release.

A It most definitely is, keep them rolling in...

Daniel Sheuan, S Humberside.

DEAR GAMEFREAK

Q I've just bought *Super Metroid* and was wondering which two formats the first two *Metroids* were on?

A The original *Metroid* (which, unusually, was one of Nintendo's first Playchoice 10 games in arcades) appeared on the NES and the sequel on the Game Boy.

Andrew Kitchener, Great Yarmouth.

DEAR GAMEFREAK

Q Will there be Japanese, US and English versions of the Ultra 64 If so, will the sound, graphics and speed of processing be the same?

A There will be country-specific versions but because full UK details have yet to be released, it's impossible to say what the exact differences will be.

DAYDREAMING

It's back! There were simply too many most wanted games this month, so I've sifted through the contents of the Daydreaming bag and pulled out a couple of the best ones. Take it away Ste Marner of Manchester...

My fantasy SNES game would be based on the movie *Bladerunner*. You could choose from 10 different bladerunners including Harrison Ford – each one with his own strengths and weaknesses. It would be an action type RPG (like *Mana*) but the characters wouldn't just wander around fighting things but have a whole range of movements and gestures – like *Prince Of Persia* only more so. The playing area would be a huge unmapped Neo Tokyo-style city with thousands of things to see and do (about double the size of *Mana* should do it). Also like *Mana* there'd be a massive range of items and weapons from knuckle-dusters and nunchakas, right through to grenade-launching laser guns and even phase plasma rifles (40 watt range). Like *Syndicate*, there would be modes of transport (pods, trains and so on) and for a bit of variety there could even be a simulator of the bladerunners' hover car. You'd have to land it on parking zones and on high buildings and it would play like the rocketpack levels of *Pilotwings*. The game would have a dark gothic feel to it with a very tense atmosphere that really gets the adrenaline pumping. Finally the soundtrack and FX would be spot on (preferably in surround sound). I know that my perfect game would need at least 32 Mbits of ROM, but I'd certainly pay around £80 for an experience such as this.

POP. An inspiration, in part, to Ste Marner.

Well, Ste's obviously put some thought into it but unfortunately he's right when he mentions that the chances of something like it appearing being nil. **Next up,** Peter Brodie of Sydney.

I'd like to see a one-on-one fighting game where the use of special moves entailed a slight draining of your energy. The more powerful the move, the more energy you'd lose. Walk along beat-'em-ups such as the *FF* and *SOR* series feature thise and are better fot it. This would stop the special moves 'heroes' who like dishing out the cheap shots as there would be a diminishing return on such play. It would also prevent the CPU getting really cheap and making normally impossible (for humans) sequential hits. The games would be more tactical than they are now and also be more 'realistic' in that the more energy you expend in real life, the less you have in reserve.

Hmm. I'm not entirely sure about video-games mirroring real-life is a good thing, but I see your point overall. I don't think the idea would work in practice, though, purely because good players' games are built so much around special moves that placing these sort of restrictions on them would be somewhat pointless.

Though it wouldn't surprise me in the slightest if the UK version suffers the usual 50 MHz restrictions.

Q Will Ultra 64 games work on the SNES?

A What? Surely that would negate the whole point of buying an Ultra 64. If you mean the other way around, then the answer is no, Nintendo have no plans to make it backwardly compatible as yet.

Q Will some good SNES games be released on the Ultra 64?

A Sequels of popular SNES titles are inevitable, the most likely early effort being an extension on the *Zelda* theme. Again though, no concrete information is available.

Q The PC Engine is 8 bit, the Game Gear is 8-bit, too, so why was *SFII Champion Edition* released on the PC Engine and not released on the Game Gear or any other 8-bit console?

A The PC Engine is the most able 8-bit system available and it's still relatively popular in its homeland, Japan. Big games thus tend to find their way down to the system because of market demand. Plus, of course, the PCE allows for six-button controllers. A muted version of *SFII* could be produced for the Game Gear in theory but it would be a far cry from the original and would consequently lose its appeal.

Q What is texture-mapping?

A It's a process where surfaces (such as the hull of a spaceship rendered with vector graphics, for example) can be 'painted' with traditional bitmap images. The final boss in *Starfox* is a perfect example – it's just a polygon cube with data 'mapped' onto its sides. The texture-mapped data then contorts and moves in exact correlation with the cube.

Michael Yip, Somewhere.

DEAR GAMEFREAK

Q Why don't software companies ask us gameplayers what we think should go into the games they produce?

A They do. I'm sure you've seen (and probably instantly binned) those reply cards which fall out of game boxes – they represent exactly the sort of thing you're talking about. It's a bit nob, though, isn't it? I reckon there's plenty of mileage in getting groups of street-level gamers together for playtesting sessions rather than relying purely on in-house staff. It won't happen, though. Instead, we'll keep suffering the same amount of flawed, lacklustre material which we always have. It saddens me.

Andrew Kitchener, Great Yarmouth.

DEAR GAMEFREAK

Q Was it a diversionary tactic on Nintendo's part to release the first FX chip (knowing that other companies would copy it) and then bring out an improved version?

A Logic dictates no. At the time of the chip's development Argonaut would have worked to an optimum design taking into account cost and existing technology. Techniques along with technology improve with time, of course, and thus the FX2 chip was born making the original redundant. It was never a part of the master plan – the original FX1 chip was intended to be used in further games and not just *Starwing*. Anyway, who else do you know of who cloned the FX chip, do you know something the rest of us don't?

Q I've just bought *Super Metroid* and was wondering which two formats the first two Metroids were on?

A The original *Metroid* (which, oddly, was one of Nintendo's first Playchoice 10 games in arcades) appeared on the NES and the sequel on the Game Boy.

Super Metroid: Number three in the series.

Q Does the new improved chip mean that we will get more detail, like windows on the buildings in *Starwing 2* for example?

A Texture mapping will definitely feature more heavily in FX2 titles, just look at SRFX for evidence. It's never going to feature to the degree which many people would like – the chip just isn't that powerful – but yes, count on there being plenty more of it, if only subtle usage.

Q Less slowdown?

A Well, bearing in mind that FX2 games will naturally be more ambitious, the SNES will potentially be worked as hard as it was with the FX1. In other words, not necessarily, no.

Q What about more sprites on the screen at the same time?

A I'm still waiting for someone to utilise the chip for something other than vector-based graphics. If you remember, when the chip was initially announced there were all sorts of claims flying about as to its suitability for all sorts of game styles, including straight, sprite-based stuff. So, erm, where were we? Oh, right – the answer to your question is yes.

Q Will *Zelda V* or *Mario V* use the Super FX chip?

A It's highly unlikely. Nintendo's involvement in *Starwing* was primarily in design and presentation (things like the appearance of the *Starwing* craft and the soundtrack), not programming the 3D guts of the thing. So unless Argonaut were on hand to do the vector graphics leg work I can't see that it would happen. Besides, Nintendo's *Mario/Zelda* teams are traditional game designers by trade and so are the game styles so the 3D route would be an entirely unnatural progression.

Q Finally, have you any screenshots or more information on *Starwing 2* please?

A If it was an Argonaut-only product we'd probably have a report on the game by now, but as it's Nintendo's baby we'll only have more info when Nintendo want us to. Dagnabbit.

Jim Lightfoot, Edgbaston.

ANY QUESTIONS?

Then send them in for goodness' sake! Don't sit on them and dwell, scribble 'em out and stuff 'em in an envelope to this address:

Gamefreak, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

SUPER PLAYER'S GUIDE
MORTAL KOMBAT

ACCLAIM (US/UK)
By Dan Jevons

PART 2

Welcome to the house of pain. Welcome to part two of the definitive *Mortal Kombat II* guide. We'll be showing you combos for the rest of the gang.

Character Profiles

MILEENA

The strategies given here are for the characters fighting at their highest difficulty levels. Opponents past fight four will fight at this level.

We've mentioned that Mileena as being the best *MKII* character going, and quite rightly so. She's fast, with a good range of attacks, and the potential for the most awesome combo in the game. The only real problem with her is that her key move, the Floor Roll, is such a damn silly D-pad combination. It's hard to implement in combos, and it takes a lot of practice before it starts coming intuitively.

STRATEGY:
The key to Mileena, even more so than any other character, is to just make sure you keep varying her attacks at all times. Keep your finger on High Punch throughout the fight, so you are ready to throw a Sai whenever necessary, and remember that Mileena is capable of laying down a suppressing (though avoidable) stream of Sai's. Use her floor roll often, its especially good for getting out of corners, and if it trips an opponent up then hit them again as they fall with a Sai shot combo. If it doesn't, and the enemy blocks, either a) follow up with a Roundhouse Kick or b) go for the cross up (Back Door) jump. Throw aerial Sai Attacks at head height rather than just ground level, and lob in the odd Teleport Kick when you think it might catch them off guard (but not too many mind you – the CPU catches on quick).

1 COMBO 1:
BACKDOOR KICK (LOW KICK) – FLOOR ROLL – SAI ATTACK
METHOD:
Jump up for a cross over, and on the way up tap the D-Pad Away twice. Once you reach the correct position press Low Kick to perform the Back Door Kick. Then, the moment you touch the ground, press Down and High Kick to execute the unblockable ground roll. Finally, finish by releasing High Punch the moment you come out of your roll and thus throwing a Sai into the opponent while he/she is still in the air. Maximus Unhealthius Damagus.

2 COMBO 2:
FLYING KICK – SAI THROW
METHOD:
An easy to perform but effective combo. Hit deep with a flying kick, then simply release the High Punch button to follow up with an unblockable Sai attack. Can be used on both a standing or jumping opponent.

STRATEGY (VERSUS):
Mileena could have been the toughest adversary of them all if it hadn't been for her one weakness: she can be looped with flying kicks. When you jump at Mileena she will jump up vertically with you, and throw a sai at a set height. Jump from close enough and you can pass harmlessly over the Sai and strike her with a flying (High) kick. Then when you land, gauge the distance, adjust, wait a brief moment till she gets to her feet (important) then do it again. If she's not jumping up with you and firing sai's, its because she's fighting on a lower difficulty setting, and should be vulnerable to all Flying Kicks anyway.

Character Profiles

BARAKA

A good character to start with, Baraka's two main moves perfectly compliment one another. A super fast Blade Throw to keep enemies at bay, and a Blade Slice Fury for when they get to close.

STRATEGY:

n case you get in trouble Baraka can throw Blade Sparks at a rate sufficient to 'suppress' the opposition. And in any case, on Medium difficulty you're virtually guaranteed two hits the first time you use any projectile attack. Duck, let the opponent come towards you, then when he is just outside sweeping range rapidly tap Back and Low Punch to initiate the Blade Fury. From that range, if they try to sweep you, or perform a special move, they'll get caught in the blades. Actually, the range at which this should be performed varies from character to character depending on their reaction, so experiment. This technique is guaranteed to catch out both human and CPU players alike. Baraka also possess a good range jump and a fine flying 'drop' kick for precision aerial attacks. Good against Kintaro.

1 **COMBO 1:**
BACKDOOR PUNCH – BLADE FURY

METHOD:

Jump over the opponent, rapidly tap Away, hit Low Punch at the Back Door point and keep tapping both Away and Low Punch together. When you land you'll instantly go into a Blade Fury.

STRATEGY (VERSUS):

On a higher difficulty level, don't jump at Baraka or he'll slice you. You can, however, trick him into using his Blade Fury then attack him with a special move by either a) jumping away from him when he's at the other side of the screen or b) jumping short of him. Use ranged attacks and sweeps and you shouldn't have too many problems. If you do, remember that it takes practice, and that the value of shares can go up as well as down. Sorry.

Character Profiles

SCORPION

Scorpion is the second best character of *MKII*. His Teleport Punch is probably the most useful special move in the game; and his Spear is invaluable in two-player mode.

STRATEGY:

Scorpions strategy revolves around the repeated use of his Teleport Punch. Provided the opponent is in the middle of the screen you are virtually guaranteed a hit. Then jump back to the edge of the screen and repeat. There is a slight delay between landing from the jump and performing the Teleport Punch, so do the motion for it twice. Although the first one won't work, it normally dummies the opponent into performing his special move towards that side, leaving his back vulnerable to the Teleport Punch. Mix in a Combo, Uppercut and Roundhouse kick between Teleport Punches and victory will soon be yours. A word of warning though, faster characters like Kitana will move towards the side you're on so quickly that your Teleport punch to the other side will fall short. If this happens pound the Low Punch button to throw, or go for a Spear Attack. The Teleport Punch can be used in mid air so you to land on the opposite side of your enemy, creating an opening for Scorpion's spear attack.

1 **COMBO 1:**
BACKDOOR KICK – TELEPORT PUNCH – SPEAR

METHOD:

Jump over the opponent and strike them, quite high, with a Back Door kick. Then, instantly perform the motion for a Teleport Punch in mid air. If you time it right, you should fly off screen and come back on the other side to strike your opponent again, before they even hit the ground. While still in the air tap Away twice to prepare the Spear, then repeatedly tap Low Punch the moment you land to throw it.

COMBO 2:

2 ROUNDHOUSE KICK – TELEPORT PUNCH – THROW

METHOD:

If you manage to Roundhouse kick an opponent, quickly perform the motion for a Teleport Punch and you will zoom off screen, coming back on the other side to land over his fallen body. Now repeatedly tap Low Punch and you should grab and throw the downed player before they even get to their feet. This method also works if you use Combo one but fail to connect with the Teleport Punch, thus landing over their fallen body.

STRATEGY (VERSUS):

A fairly easy opponent provided you watch out for his Spear. The CPU hardly ever uses the Teleport punch, and if you're playing against another human who does, just duck and Uppercut. Scorpion can be looped by well timed Flying Kicks (he tries to throw his spear) and is also fairly vulnerable to the odd Uppercut and Roundhouse kick.

Character Profiles

RAIDEN (or RAYDEN)

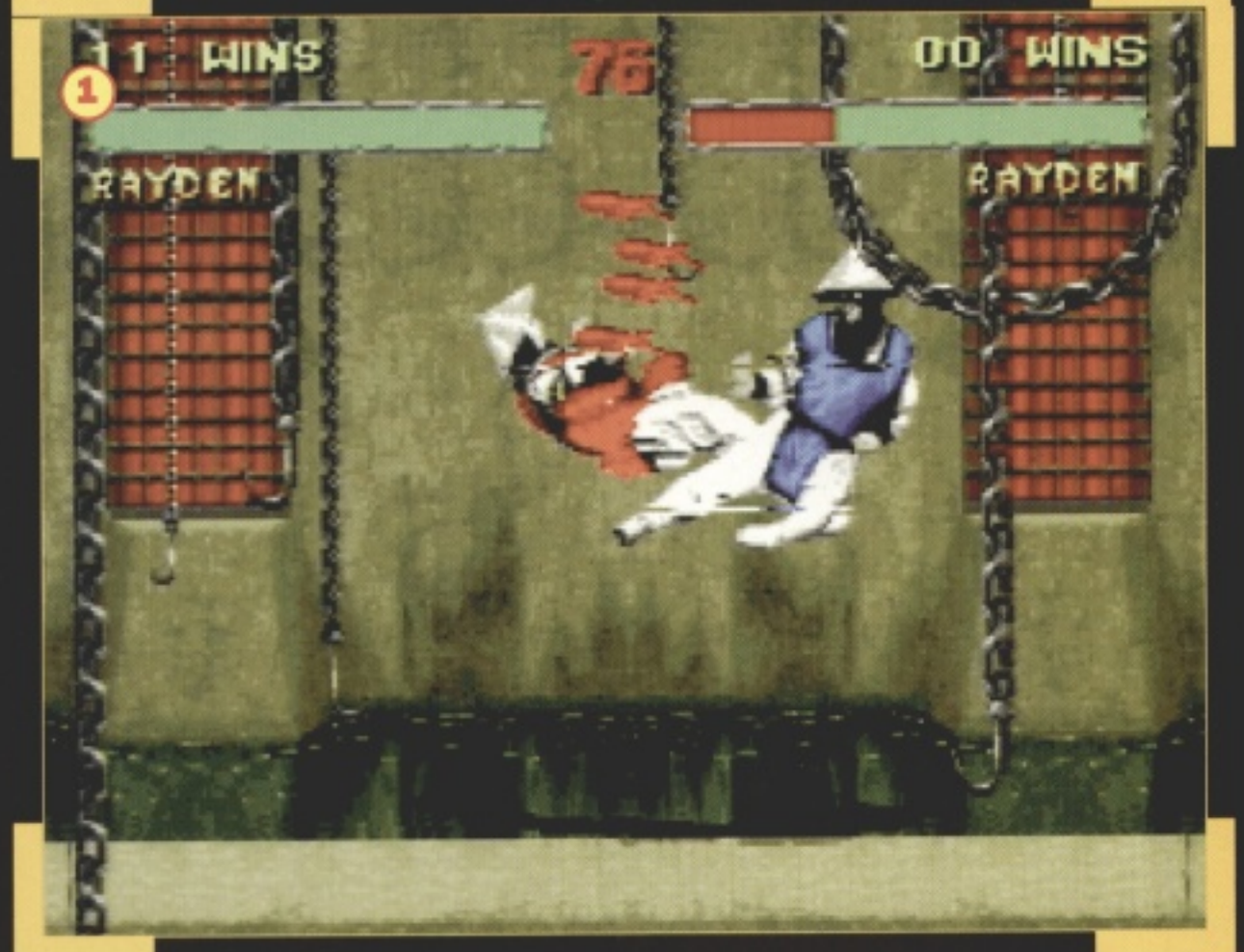
Mortal Kombat II's very own demigod. Rayden is a powerful character, with a fast firing projectile attack and useful Torpedo Body Launch. Though for some strange reason I can't seem to get his Electrocution grab to work against the CPU. Weird.

STRATEGY:
Rayden is another character who can fire Lightening Shots at a 'suppressing' speed. His Torpedo Launch is good for a few hits, especially if you do it at head height, and though at first glance his Teleport move seems to be useless (the CPU hits you very time), predicting a special move and proper timing result in you popping up behind a frozen opponent for the strike of your choice. One final point, Rayden's Torpedo can go through most attacks, including Baraka's Blade Fury.

1 **COMBO 1:**
BACKDOOR KICK – TORPEDO BODY LAUNCH

METHOD:
See 'The Art of Combos' section.

STRATEGY (VERSUS):
The only major problem you're going to have fighting Rayden is his sudden Teleporting. It's very annoying when he does this, but it's not a terminal problem. Sometimes you can get away with tapping Low Punch to either throw or pummel the demigod the moment he pops up, but most times it's safer to just jump away from him as he appears. Once you get attuned to doing this, you'll find it becomes second nature, and you'll be able to beat him with relative ease. You can duck under his Torpedo too. Simply, er, duck when he does a Torpedo. It's as simple as that. But remember that this Torpedo can go through most of the attacks you'll be using against him. As with many of the nasty attacks in Mortal Kombat II, avoidance is the best defence. Unless you know better. But if you knew better, you probably wouldn't be reading this. Er, anyway, that's enough of that. Watch out for Rayden.



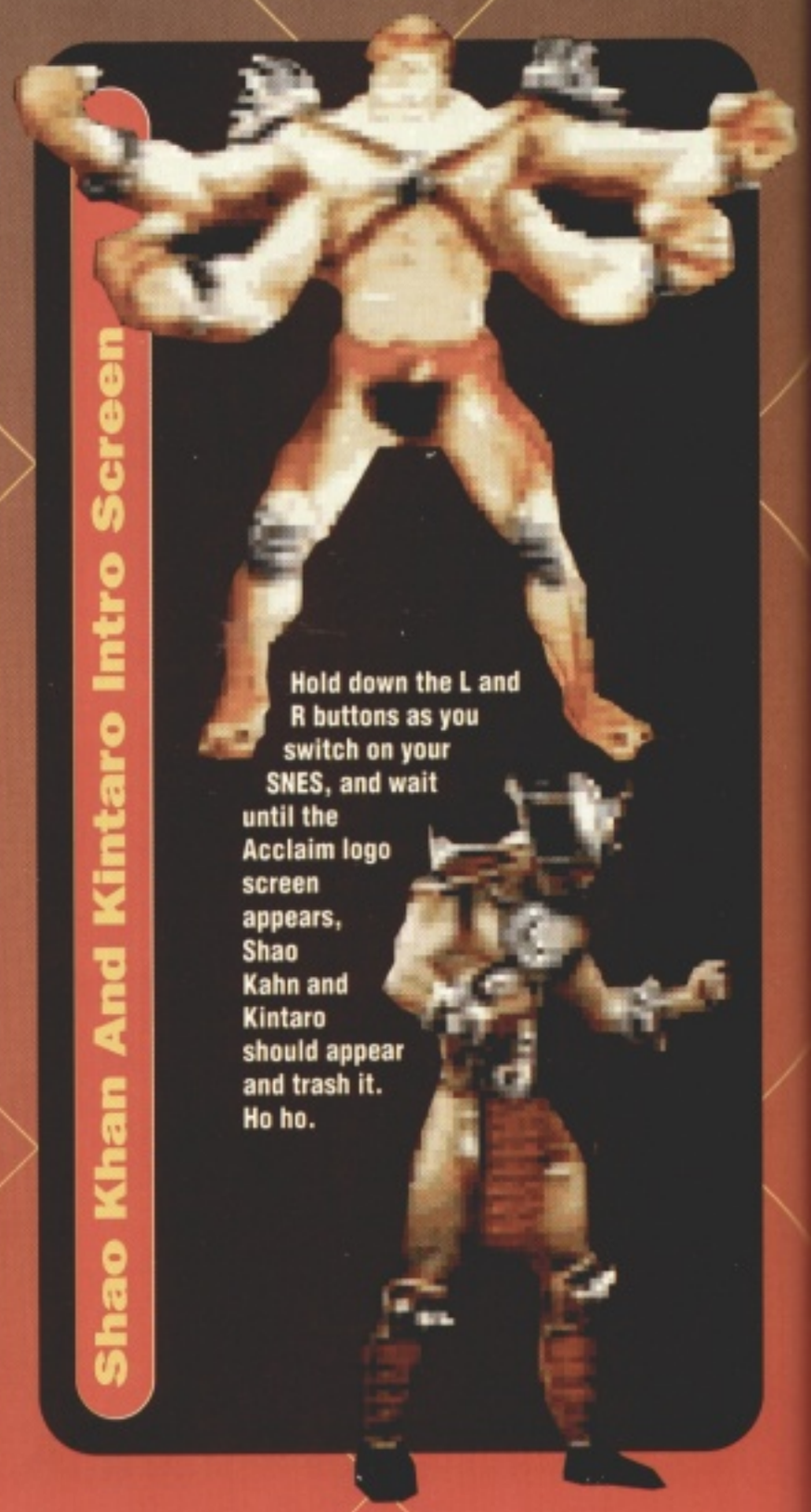
Character Profiles: Boss Number 2

KINTARO

Kintaro the great. Killer of killers, maimer of maimers, and Goro's pal to boot. In his time, this mighty half-dragon has destroyed thousands of worthy warriors. He did not think it too many.

STRATEGY:
In fact, by the way he lays into you, he clearly didn't think it enough. The best tactic I can offer you here is just to get lucky. (*Really. Is that the best you can do, Jevons?– Ed*) Er, otherwise, keep jumping at all times. In fact, that's a fairly useful bit of advice. When attempting to use a flying kick on Kintaro, to guarantee a knock down, press the kick button at the last moment, so the kick goes somewhere in his 'deep' neck. Kick him too high and he's certain to block and throw you, kick him too low and he'll Uppercut you. It's a case of being caught between the devil and the deep blue sea. Or a rock and a hard place. Please insert any other clichéd metaphors here.

Anyway, by jumping constantly to and fro you should be able to avoid his giant off screen leaping stomps, and if you catch him flexing (see the above screen shot), lay into him with the biggest. baddest, meanest, ugliest move you have (such as Sub-Zero's freeze, Scorpions Spear). He can be hit with the odd Uppercut or Roundhouse, but most likely he'll just grab you, throw you, jump on you and laugh in your face. A tough cookie and no mistake. The key is to be ready for anything he does (his very unpredictability is a real problem), and always try for your toughest attack whenever you feel it's safe to do so. Generally, Kintaro will beat you hollow until you develop a feel for him. So go to it, and when you've worked out your own strategy, tell us what it is. Please.



Shao Khan And Kintaro Intro Screen

Hold down the L and R buttons as you switch on your SNES, and wait until the Acclaim logo screen appears, Shao Kahn and Kintaro should appear and trash it. Ho ho.

Character Profiles: Boss Number 2

SHAO KHAN

Shao Kahn would be the mother of all bosses. Except he's a he. Though with medical technology these days anything's possible.

STRATEGY: Keep the attacks varied. Use flying kicks timed to hit deep. Block his green spears and charging attacks. Wait until he mouths off (you can tell he's going too because he points at you), then lay into him with everything you've got. It's a sure-fire way of getting some smacks in, but make sure you don't tell Virginia Bottomley (*Yeah yeah. Leave the jokes to us, Dan – Ed*). Ranged weapons work well against Shao Kahn, but always make sure you change your attacks. If he 'learns' your pattern, you're dead meat.

Character Profiles

TOASTIE MAN

Mortal Kombat II's very own demigod. Rayden is a powerful character, with a fast firing projectile attack and useful Torpedo Body Launch. Though for some strange reason I can't seem to get his Electrocution grab to work against the CPU. Weird.

STRATEGY:
Rayden is another character who can fire Lightening Shots at a 'suppressing' speed. His Torpedo Launch is good for a few hits, especially if you do it at head height, and though at first glance his Teleport move seems to be useless (the CPU hits you very time), predicting a special move and proper timing result in you popping up behind a frozen opponent for the strike of your choice. One final point, Rayden's Torpedo can go through most attacks, including Baraka's Blade Fury.

1 **COMBO 1:**
BACKDOOR KICK – TORPEDO BODY LAUNCH

METHOD:
See 'The Art of Combos'

STRATEGY (VERSUS):
The only problem you're going to have fighting Rayden is his sudden Teleporting. Sometimes you can get away with tapping Low Punch to either throw or pummel the demigod the moment he pops up, but most times it's safer to just jump away from him as he appears. You can duck under his Torpedo too.

Tournament Battle Exclusive

It is possible to access a special two-player Tournament mode, where each player picks out four warriors and then does battle. When the first warriors energy is completely gone, the next one springs up, and so on until one-player has lost all four of his characters. To reach this nifty little mode, press both the L, R and START buttons together on the title screen. And for a real challenge, instead of picking your fave characters, just press SELECT. The CPU then picks all four of them out for you, randomly. Remember, you heard it here first.

Hidden Characters

JADE

A green female ninja, Jade resides back in the Outworld somewhere around Goro's lair. She moves at lightening speed, is impervious to all projectile attacks, and throws fans like Kitana. To reach her, play until you reach the character before the large Question Mark on the mountain map, and win a round using the LOW KICK BUTTON ONLY. Here there are no special moves, and no Blocking.

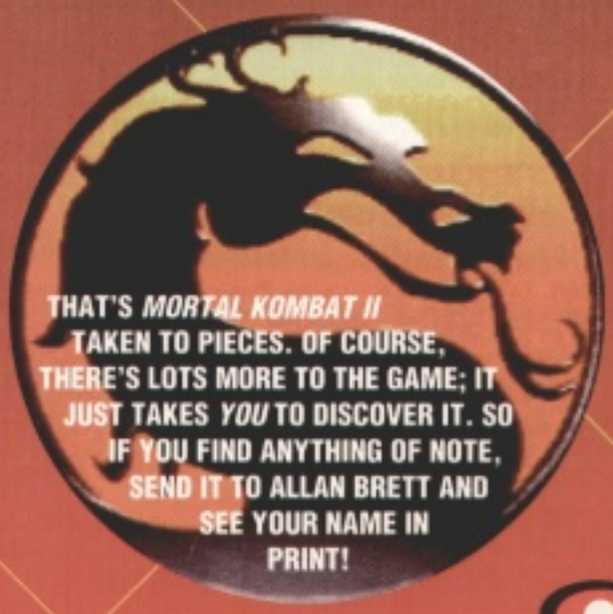
SMOKE

Another ninja in the vein of Reptile and Sub Zero, Smoke attacks with speed, completely enveloped within a cloud of swirling balloons. Just kidding, he's surrounded by smoke really. To reach him, use plenty of Uppercuts when fighting on 'THE PORTAL' background stage. Every now and then the digitised face of Dan Forden, one of the original Midway programming team, pops up in the bottom right hand corner of the screen (see Screenshot) and says 'TOASTY!'. When he does, hit DOWN and START simultaneously as soon as he appears and you'll be whisked away to Smoke's Domain.

NOOB SAIBOT

A silhouetted Ninja, who's name is actually two Midway programmers names backwards, Noob throws spears like Scorpion, and moves, yup, you guessed it, at an incredible speed. Just win 50 rounds in a row.

We don't know much about him, but he's believed to be 'like Jeremy Paxman, only without the detachable strips on the side'. We do know, however, that the names of the two programmers are probably Boon and, er, Tobias.


THAT'S *MORTAL KOMBAT II* TAKEN TO PIECES. OF COURSE, THERE'S LOTS MORE TO THE GAME; IT JUST TAKES *YOU* TO DISCOVER IT. SO IF YOU FIND ANYTHING OF NOTE, SEND IT TO ALLAN BRETT AND SEE YOUR NAME IN PRINT!

MODE 7

By Allan Brett

CALLING ALL CHEATS, CRACKERS, AND GAME-FREAKS!

I'm sorry, but I for one am not going to succumb to the childish habit of littering my writing with the letter K just because *Mortal Kombat II* has come out. Anyway, now that it has appeared we have at last got a mountain-sized pile of cheats for you to try. I'm sure that there are still more bits and bobs to be squeezed out of the game, but take note: the following cheats have been printed. They will not be printed again, so pay attention and send only the finest, freshest, young cheatlings to us at: MODE 7, *SUPER PLAY*, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW – whereupon we will supply you with your very own *Super Play* ink dispenser.

MORTAL KOMBAT II

(Acclaim) *SP*24: 92%

- Hidden Demo
- Secret Characters
- Hit Kill
- Super Secret Characters
- Dead Pool and Warrior's Tomb
- Fatalities
- Kintaro Morph
- Disable Throws
- Random Select
- Pong

Now is that a long list of tips, or what? It seems that nearly everything from the V31 coin-op has been faithfully reproduced in this, the conversion of all conversions. Anyway, first up is the endurance match two-player game sent in by absolutely everybody. Unfortunately only one person gets the pen so I'll sort that out the end. If you remember the endurance matches from *MK1*, well, now you and a mate can play each other with four characters up your sleeve and believe me, it takes bloody ages to scrap it out to the end. What you have to do is hold down L and R and then press START on the title screen and then you'll be presented with two columns of four characters. Use UP, DOWN, LEFT and RIGHT to choose your four characters and press B when you're ready to start. Now when you're in a fight, should you die, your next character will jump straight in. The winner is the first to eliminate the other player's four fighters.

The next tip is a smart hidden intro and to access it you have to hold down Land R at the copyright screen and keep it held until you see the Acclaim logo. On the logo screen you'll notice that the background is a sort of dark red and that means that the tip has worked, keep watching and Shao Kahn will walk on and start mouthing off swiftly followed by Kintaro who will proceed to smash up the Acclaim sign – pointless, but nice to watch.

Right, now for those secret characters. Like the endurance match tip, nearly everyone who sent tips in mentioned these hidden fighters who often tend to pop up just before the beginning of a fight.

Hang on – surely that's just Reptile in a different smock?

The Kintaro Morph – bleeurgh, it's a bit intense.

ASK ALLAN

INVALUABLE MONTHLY GAMING ADVICE

Oh no, now that *MKII* is out I suppose that I'm going to have to endure the infuriating bombardment of 'Can I control the bosses' type questions. I'm counting on you lot to secure my sanity!

DEAR ALLAN,
I'm stuck on *Super Metroid*, I've got to the bit where you have to execute lots of wall jumps as you try to reach the top of a long shaft but I just can't do them. Please can you help!
Nick Stringer, Salisbury.
ALLAN SAYS:
I must admit that the wall jumps are a real problem when you first try to use them but after careful practice you'll soon be bouncing off every wall for the sake of it. What you have to do is jump into a wall and keep the D-button pressed towards the wall, then, just as you are about to start dropping down again, push in the opposite direction on the D-button and press jump. If you keep hitting the D-button and jump at this same point in your jump you should find it much easier to scale the walls.

DEAR ALLAN,
On *Super Metroid* I can't find the Grappling Beam in Norfair, do you know where it is?
Marcus Hartup, Lincoln.
ALLAN SAYS:
After defeating the Norfair demi-boss who tries to crush you against the wall by driving you back (*Crocomire, for what it's worth – Zy*), you should go left into the next room then go down and you should drop down a long passage. At the bottom keep going left and you should go straight to the beam.

DEAR ALLAN,
Can you help me defeat the last six bosses on *Actraiser* as I'm having a great deal of trouble.
Ralph Moeller, Crieff.
ALLAN SAYS:
To defeat the Minotaur you should keep walking left or right until the boss lands and then go up to him and get a couple of hits in. Be careful if you're a bit slow or you will have to jump the axe that he throws. The Werewolf is easily defeated

Kintaro – a bit of a thicky? Shao Kahn thinks so. But hey, nice codpiece.

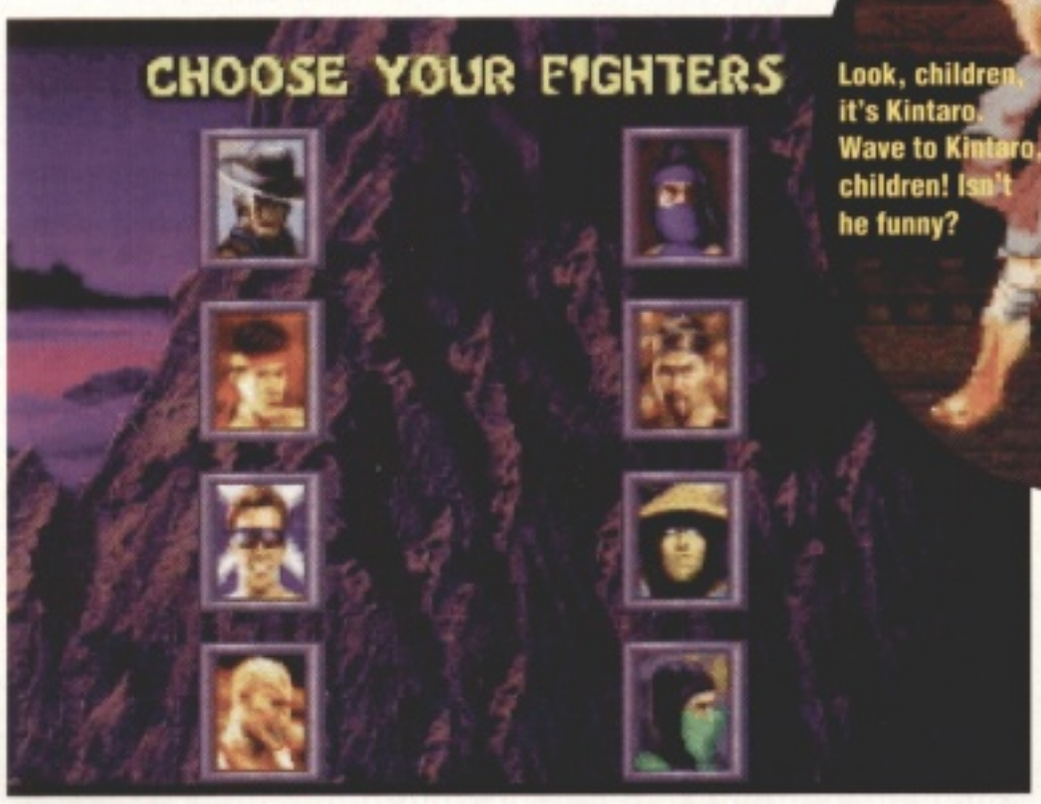
Jade is a green version of Kitana. To fight her you must be on the fight before the question mark box and then you need to win a round using only low kick whereupon you will be whisked away to fight Jade. Jade is probably the easiest to beat of all the hidden fighters but she is immune to fireballs and she's very handy with her fans.

Smoke, on the other hand, is a real git to fight as he's so fast. He doesn't appear to have any special moves except for a Sub-Zeroesque slide, but that doesn't matter because most of the time he'll beat you to a pulp using only kicks and punches. To fight him press DOWN and START when Dan Forden pops up in the corner and shouts 'Toasty!' on the Portal Stage. Doing plenty of uppercuts increases the possibility of a Toasty.

Last but definitely not least there is NOOB SAIBOT (that's Boon and Tobias, the game's designers spelt backwards) who looks like the silhouette of Scorpion and has the wicked spear move to boot. Reach him by winning 50 fights in a row and you will be challenged by Noob because of your amazing winning streak.

How about infinite continues in the one-player game? Of a sort, anyway. As you die, simply press START on the other controller to bring player two into the arena. Except, of course, player two doesn't exist. This unfortunate pawn is merely to be slammed into the ground as quickly as possible, whereupon the one-player game will recommence – without a single credit being lost.

Now here are a few bits of info that I'm sure will have many of you foaming at the mouth but, personally, I'm a bit dubious as to whether they are true or not – we've had conflicting stories from several of our regular correspondents. However, they have come from a variety of sources so things don't look bad. First up for the super secret characters is Sonya Blade from *MK1*. To find her you must beat Jade using only kicks – but that may be wrong because a couple of you said you must beat Jade using only high punch instead. Try it out and see what happens.



Right: This is where you choose your fighters. (*Get out and don't return! – Ed.*)

Look, children, it's Kintaro. Wave to Kintaro, children! Isn't he funny?

The second of the super secret characters is none other than Kano. A few of you have claimed to have morphed into Kano whilst fighting as Shang Tsung and someone has claimed to have fought him after beating Smoke.

I won't mention your name in case you're talking rubbish and I don't want to embarrass you in front of thousands upon thousands of readers. I heard rumours that Sonya, Kano and Goro were tucked away in the *Mortal Kombat II* coin-op somewhere so there's a strong possibility that they are in your SNES cart somewhere too.

by staying in the middle and only approaching him when he appears on the bottom two platforms, wait for him to throw the fireballs and then get just within striking distance and hack away, if you're correctly distanced his lightning bolts will miss. When he changes just stay on the ground and hack away. The Pharoah is disposed of by walking underneath him to make him drop then start hitting him but be ready to jump the arrows that are fired from the walls. The Fire Demon is killed by standing on the lowest platform on the right and hacking for all you're worth when it stops on the platform on your left. The Snake God is a bit hard because you must walk underneath it but you must get clear before it drops and get in a couple of swipes before it rises. Stay close and it won't fire down at you from above. As for the Ice Dragon you should use lots of magic but failing that just swipe away for all you're worth. I'll let you deal with Tanzra yourself.

DEAR ALLAN,

In *Soulblazer* I can't find the Master's Emblem G. Also, I can't reach the missiles sealed off by speed blocks in Maridia on *Super Metroid*. Please can you help me?

Stephen Engelen,

The middle of Nowhere.

ALLAN SAYS:

To find the Emblem G you must go to the cupboard which gave you the Mystic Armour and then push it from the right. As for the missiles in *Super Metroid*, you must go through the door in the bottom-right corner of the room with the missiles in and use this room to build up your super jump. When charged press down just as you are about to go through the door (which you should have opened beforehand) and you will skid into the next room ready charged. Now stand on the little plant you can see on the floor, this is where you need to be if you are to avoid the platforms as you fly up.

LOST SOULS

DEAR ALLAN,

Please help me as I'm stuck on Level 2 of *Dungeon Master*. There's a fountain and a sign on the wall saying, 'This fountain accepts one wish'. There is an iron gate next to it, how do I open the gate?

Joseph String, Enfield, Middlesex.

ALLAN SAYS:

Haven't got a clue I'm afraid, but hopefully one of you out there can help this poor fellow.

ONE FINAL WORD

Remember I said to send in some speed *Metroid* times? Well check this out, Bill Weatherspoon from Middlesex has the best time in the country right now (unofficially, of course) and it's an incredible 1 hour 19 minutes. What a guy!

SEND YOUR LETTERS TO:
Ask Allan, *Super Play*, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.

The next tip is for the secret pit fatality that can be done in the dead pool level. When you are asked to finish your opponent, hold down low punch and low kick and, keeping them held down, perform an uppercut on your opponent to send them flying into the acid in the background. Keep watching and their remains will float to the surface and slowly drift off the screen. What's more, you can perform the pit fatality on the Warrior's Tomb stage to impale the hapless victim on the spikes above.

Fancy defeating your opponent with one hit? At the character select screen enter DOWN, UP, RIGHT, UP, LEFT and SELECT on either controller and you'll hear a sound to confirm that you now have cheaty fists capable of wiping out an energy bar in one or two blows.

Many of you probably know about the Kintaro morph already but for those of you who don't what you have to do is hold down low punch for 30 seconds (just hold it from the beginning of the final round to guarantee it to work) and let go about a pace away when you are asked to finish your opponent. Shang Tsung will then morph into Kintaro and punch your opponent's body clean off! Definitely worth a try.

If for some bizarre reason you want the computer to choose a character for you to prove how versatile you are then press UP and START on the player select screen and the SNES will give you someone at random.

For the more sporting fighters among you, both players should hold DOWN and High Punch on their controllers immediately after selecting their characters. This will disable all throws.

Binatone mania! The last tip is probably the best tip of the lot – if it works, that is. The game of *Pong*, for all you nostalgia freaks who used to own a Grandstand games machine, is definitely hidden on the coin-op. To play *Pong* you must enter a two-player game and then play 250 games (better make sure you've got a few hours to spare, eh!) after which you will be whisked away for some bat-and-ball magic – and it comes with the added bonus that it doesn't make your telly go funny. Unfortunately our regular, Graham Duffy, tried it out on the SNES version at a recent convention and maintains that nothing happened, although he's sure it must be in there somewhere. Any ideas, you lot? Maybe an AR code to cut straight to it?

Right then, now it's pen time. The first readers to send me these tips were: Martin Broaders from Dublin, David Atkinson and Gary Snook both from Hillingdon, Middlesex and somebody from the Netherlands with terrible handwriting. Well done lads, the pens are on their way.

See that time? Two hits tops, Sir, but only in two-player mode.

FATAL FURY SPECIAL

(Takara)

- **Play as Ryo from Art Of Fighting**
- **Dream Match**

This one unfortunately came from an anonymous reader but we've got the tip anyway and that's what matters. When the Takara logo appears press: DOWN, DOWN-RIGHT, RIGHT, DOWN-RIGHT, DOWN, DOWN-LEFT, LEFT and then press X. If the tip has worked the flames inside the title screen logo will have gone blue. The Dream Match is along the same lines because it gives you the opportunity to fight Ryo, if you're good enough. On the highest difficulty, finish the game without losing a round and Ryo will challenge you to a fight in a new stage but the music on it probably isn't as good as the Neo Geo version. I just want to point out that both of these tips were ported over from the Neo version so I think it would be fair to assume that Geese Howard can be found in the forthcoming SNES version of *Art Of Fighting 2*.

HUH!?

Have you, upon your travels, stumbled upon a tip so great that you feel you must tell the rest of the gamesplaying world? Then let our us be your soapbox and this column be your megaphone. Send your stuff to:

MODE 7, *SUPER PLAY*, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW.

ACTION REPLAY CODES

Another month and another stack of AR codes for you to wade through. Please remember that a few of these codes will not work if your using a normal AR and not the AR2.

SUPER STREET FIGHTER II

2C0037E00 – Removes the stats from the screen.
7E00BF10 – No background.
7E1D3F0A – Turbo speed.

PILOTWINGS

7E009E02 – Go to Sky Diving Bonus Level when you choose to do the Skydiving.
7E009E00 – Go to Hang Gliding or Rocket Belt Bonus Levels when you do those events.

MYSTICAL NINJA

2808B5CA5 – Unlimited time.
8387D5B5 – Unlimited energy.
83AD10B9 – Unlimited coins.

STUNT RACE FX

FX0BAE5680 – Allows you to play the US version on any machine.
07E59A80 – Unlimited time.
07DDC6B9 – Always finish first.
0BC70D05 – Select any car.

FLINTSTONES

7E1CE802 – Infinite hearts.
7E1CCE1B – Freezes the timer.

LEGENDS OF THE RING

7E05AF0F – Infinite power punch for player one.
7E05AD00 – Player two has no punch power.

Sorry to all you Game Genie owners out there but I haven't got any codes this month so I must ask once again for all you GG owners to get cracking and help keep the GG section afloat.

HOT SHOTS

More of your times have come through and some of 'em are flippin' brill! I find it very hard to see how any of you will be able to shave big chunks off these times, but I reckon that there's scope for taking at least a couple of seconds off most of them.

NTSC cart on PAL machine.

Radio Control 1'0"05,87 – **Niel Freeman, Weymouth.** (Still!).
Easy Ride 1'09"61 – **James Goldthorpe, Blackpool.**
Aqua Tunnel 1'32"26 – **James Goldthorpe, Blackpool.**
Sunset Valley 1'32"36 – **Chris Brooks, Kent.**
Night Owl 1'57"82 – **James Goldthorpe, Blackpool.**
Rock Field Perfect with 92 seconds left – **Deven Ghelani, Loughborough.**

Quite an improvement on last month, eh! As for the table for US carts on US machines, well, it doesn't look totally dissimilar to last months table.

Radio Control 1 0'07"03 – **George Talianos, Spain.**
Easy Ride 1'18"24 – **Seth Eagles, North Wales.**
Aqua Tunnel 1'35"91 – **The TOTAL! Team.**
Sunset Valley 1'55"97 – **Zy on a bad day.**
Night Owl 2'30"24 – **The GamesMaster Team.**
Rock Field Perfect with 91 seconds left – **Andrew Shearer, Doncaster.**

Don't forget to get your times in as quickly as you can if you want to get onto the table and be in with a chance of winning the, er, wonderful mystery prize.

Please try to get some proof of your times, especially if your times are real scorchers because otherwise we may not be totally convinced. After all, the camera never lies, does it?

OPEN 7 DAYS A WEEK

ZAP COMPUTER GAMES

TECHNO HOUSE·LOW LANE·HORSFORTH

LEEDS LS18 4DF

MAIL ORDER SIZZLINGLY HOT LINE

0·5·3·2 5·9·0·0·7·7

LOW LOW PRICES – ALL THE LATEST GAMES & MACHINES – SUPER QUICK DELIVERY – NO SILLY MEMBERSHIP FEES REQUIRED TO BUY. OUR MOST FRIENDLY STAFF ARE WAITING FOR YOUR CALL.

ZAP HOURS: 9am–7pm Mon–Fri • 9am–5pm Sat. and Sun. FAX NO: 0532 586523

SPEND & SAVE ££££s THIS XMAS WITH ZAP

Huge savings when buying more than 1 game

e.g. buy 2 games and SAVE £5.00 OFF TOTAL PRICE!
buy 3 games and SAVE £10.00 OFF TOTAL PRICE!
buy 5 games and SAVE £20.00 OFF TOTAL PRICE! etc.....etc.....

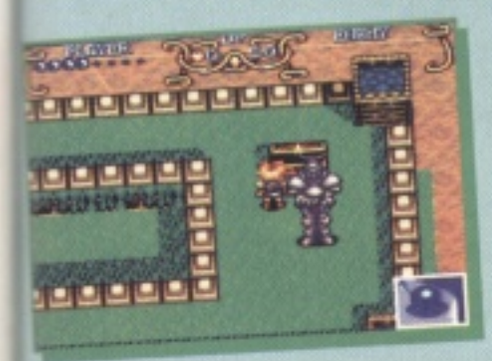
THIS AMAZING OFFER ENDS ON 31/12/94

Nº1 FOR SERVICE AND PRICE

DONKEY KONG COUNTRY **CALL**

RETURN OF THE JEDI **CALL**

FINAL FANTASY III **CALL**



SOUL BLAZER II ILLUSION OF GAIA **CALL**

SUPER NES USA

FINAL FANTASY III (SQUARE)	CALL
DONKEY KONG COUNTRY (NINTENDO)	CALL
SOUL BLAZER II + BOOK + T SHIRT (NINTENDO)	£64.99
SAMURAI SHOWDOWN (TAKARA)	CALL
EARTH WORM JIM (SHINY)	CALL
STREET RACER (UBI SOFT)	CALL
SUPER PUNCH OUT (NINTENDO)	CALL
NOSJERATU (SETA)	CALL
BRIAN LORD (ENIX)	£54.99
DEMONS CREST (CAPCOM)	CALL
VORTEX (ELECTROBRAIN)	CALL
ADVENTURES OF BATMAN + ROBIN (KONAMI)	CALL
BONKERS (CAPCOM)	CALL
RETURN OF THE JEDI (JVC)	CALL
GHOUL PATROL (ZOMBIES II)	CALL
CLAY FIGHTER II (INTERPLAY)	CALL
WILD GUNS (NATSUME)	CALL
SPARKERS (KONAMI)	CALL
SHAQ FU (EA)	CALL
INDIANA JONES (JVC)	CALL
LION KING (WESTFIELD)	CALL
LORD OF THE RINGS (INTERPLAY)	CALL
SUPER STREET FIGHTER (CAPCOM)	£59.99
BREATH OF FIRE (CAPCOM)	£59.99
MORTAL KOMBAT II	£59.99
MORTAL KOMBAT II CONTROLLER	£39.99
SECRET OF MANA (SQUARE)	£54.99
ROCK + ROCKY II (NATSUM)	CALL
SATURDAY NIGHT SLAM MASTERS (CAPCOM)	£54.99
STUNT RACER FX (NINTENDO)	£49.99
STAR TREK II STAR FLEET (SPECTRUM)	CALL
EYE OF THE BEHOLDER (CAPCOM)	£39.99
MEGAMAN X (CAPCOM)	£34.99
MEGAMAN SOCCER (CAPCOM)	£34.99
MAXIMUM CARNAGE (ACCLAIM)	£49.99
FLASHBACK (SONY)	£29.99
SPORTS ILLUSTRATED FOOTBALL + BASEBALL	£24.99
PINBALL DREAMS (GAMETEK)	£29.99
EVO (ENIX)	£24.99
ULTIMA (FCI)	£34.99
LUGIA (TAITO)	£54.99
HARDBALL III (ACCOLADE)	£34.99
LIBERTY OF DEATH (KOEI)	£29.99
WINTER OLYMPICS (US GOLD)	£24.99
PEACEKEEPERS (JALECO)	£24.99
ANDRE AGASSI TENNIS (TECMAGIC)	£24.99
OPERATION EUROPE (KOEI)	£54.99
WIZARDY V (CAPCOM)	£24.99
WORLD CUP USA 94 (US GOLD)	£29.99
KNIGHTS OF THE ROAUND (CAPCOM)	£29.99
GOOF TROOP (CAPCOM)	£24.99
ACTRAISER II (ENIX)	£24.99
BUGS BUNNY (SUNSOFT)	£29.99
COOL SPOT (VIRGIN)	£24.99
AERO THE ACROBAT (SUNSOFT)	£24.99
THE JETSONS (TAITO)	£24.99
MECARDOOT FOLF (TOHO)	£20.00
WIZARD OF OZ (SETA)	£24.99
AQUATIC GAMES (SETA)	£24.99
SUPER HIGH IMPACT (ACCLAIM)	£24.99
PGA TOUR GOLF (EA)	£24.99
J MADDEN 94 (EA)	£29.99
STARFOX (NINTENDO)	£20.00
MARIO'S TIME MACHINE	£29.99
BATTLE CARS (NAMCO)	£24.99
ULTIMATE FIGHTER (CULTURE BRAIN)	£24.99
SUPER METROID – UNBOXED	£29.99

Our premises are bulging with games, so if you don't see what you want do not despair Just call! All Postal orders and credit card purchases will be whisked to you the same day. **All prices subject to change and availability. Post and packaging – Games £1.50 – Handhelds £5 – Consoles £7.50**

THE SONY PLAYSTATION
&
SEGA SATURN
RESERVE YOUR MACHINE NOW!
AVAILABLE FROM ZAP THIS XMAS

ATARI JAGUAR UK MACHINE	CALL
US MACHINE	CALL
ALIEN VS PREDATOR	CALL
REDLINE RACER	CALL
CLUB DRIVIN	CALL
KASUMI NINJA	CALL
DOOM	CALL
WOLFENSTEIN 3D	£39.99
TEMPEST 2000	£34.99
BRUTAL SPORTS	£34.99

NEO-GEO UK

KING OF THE FIGHTERS 94	CALL
NEO GEO CONSOLE (USED)	£199.00
NEO GEO CD	CALL
SAMURAI SHOWDOWN CD	£55.00
FATAL FURY SPECIAL CD	£55.00
ART OF FIGHTING II CD	£55.00
SUPER SIDE KICK SOCCER II CD	£55.00
BASEBALL STARS II CD	£55.00
SAMURAI SHOWDOWN II CARTRIDGE	CALL

MANY USED CARTRIDGES IN STOCK
CALL FOR BEST PRICES!!!

HARDWARE

M KOMBAT II PAD	£39.99+£1.50 P&P
SONY PLAYSTATION	CALL
SEGA SATURN	CALL
2 IN ONE M/DRIVE + SNES PAD	£20+£1.50 P&P
PAL BOOSTER	£29.99+£1.50 P&P
SUPER GAMEBOY (SCART ONLY)	£39.99+£1.50 P&P
PAL SUPER SCOPE & 6 GAMES	£15.00+£5.00 P&P
SNES US CONSOLE	£120+£7.50 P&P
NEO GEO CONSOLE	£300+£7.50 P&P
NEO GEO USED CONSOLE	£220+£7.50 P&P
3-D-O CONSOLE & CRASH & BURN	£450
ATARI JAGUAR UK CONSOLE	£240
ATARI JAGUAR US CONSOLE	£240
SNES MULTITAP	£24.99+£1.50 P&P
SNES PAL BOOSTER	£29.99+£1.50 P&P
TRISTAR (NES TO SNES CONVERTER)	£39.99+£3.00 P&P
SNES MOUSE	£24.99+£1.50 P&P
ASCII FIGHTER STICK (SNES)	£34.99+£3.00 P&P
TOP FIGHTER JOYSTICK (SNES)	£49.99+£5.00 P&P
NTSC GAME CONVERTER (SNES)	£20.00+£1.50 P&P
NEO GEO JOYSTICK	£50.00+£5.00 P&P
NEO GEO MEMORY CARD	£20.00+£1.50 P&P
3-D-O PAD	£39.99+£1.50 P&P
JAGUAR PAD	£24.99+£1.50 P&P
NEO GEO STYLE JOYSTICK (SNES)	£39.99+£3.00 P&P

3-D-O USA

US MACHINE AND GAME & SCART BOX	CALL	WAY OF THE WARRIOR	£49.99
UK MACHINE AND GAME	CALL	J MADDEN FOOTBALL	£34.99
SUPER STREET FIGHTER TURBO	CALL	THE HORDE	£39.99
SAMURAI SHOWDOWN	CALL	INCREDIBLE MACHINE	£24.99
THE NEED FOR SPEED	CALL	THE ANIMALS	£24.99
THEME PARK	CALL	WHO SHOT JOHNNY ROCK	£29.99
FIFA SOCCER	CALL	MAD DOG MCREE II	£49.99
ROAD RASH	£49.99	TOTAL ECLIPSE	£39.99
SLAYER	£49.99	PEBBLE BEACH GOLF	£39.99
SHERLOCK HOLMES	£49.99	REAL PINBALL	£29.99
SOCCER KID	£49.99	SEWAR SHARK	£24.99
STAR CONTROL II	£49.99	ALONE IN THE DARK	£49.99
GUARDIAN WARS	£49.99		

SPECIAL OFFER

WHEN BUYING A UK SNES CONVERTOR FOR £19.50 AND A US/JAP NINTENDO GAME YOU CAN KNOCK A WHOLE

£10 OFF

THE PRICE OF THE GAME, NOW THAT'S WHAT I CALL AN OFFER!!! EXAMPLE – IF YOU BUY THE CONVERTER & GOOF TROOP THE TOTAL COST WOULD BE A MERE £34.49 + (P&P) OUCH!! SAID OUR BANK MANAGER!

ORDER FORM

CUT HERE

Send to this address:

ZAP
TECHNO HOUSE
LOW LANE, HORSFORTH
LEEDS LS18 4DF

NAME

ADDRESS

POSTCODE

TELEPHONE NO.

Please rush me the following

ITEM	PRICE	POST/P	TOTAL
		GRAND TOTAL	

Please make cheques/PO's payable to ZAP

Credit card number

Expiry Date

☐ Cheque ☐ Credit Card ☐ Postal Order

Access VISA

Switchcards welcome.
Please quote issue no. for Switch.

Post and packaging – Games £1.50 – Handhelds £5 – Consoles £7.50

FREE ADS

Got something to sell? Want to buy something? Looking for that special love-partner? You'll find your every need catered for in these pages.

SUPER MARKET

HARDWARE FOR SALE

- Super Nintendo Scope with six game carts £25 ono or swop for any good game. Tel: (0702) 337111 after 6pm.
- US SCART SNES with two controllers, eight games and UK adaptor. Excellent condition, still boxed. Worth £700, sell for £250. Contact: (0452) 814082.
- UK SNES for sale all boxed with instructions with ten top games including Starwing with a mouse and Game Genie. £240 ono. Tel: (0272) 684378.
- UK SNES nine games, Secret of Mana, Stunt Race FX, Muscle Bomber etc. Convertor, two pads worth over £50 will sell for £300. All boxed. Tel: Andrew on: (021) 353 3926.
- US SNES, two joypads, loadsa mags and a collection of over 40 top-rated games and all for £300-£350. Tel: (0232) 843471. A sound deal!
- Boxed SNES as new, and two pads, joysticks, five games, £165. And *Super Play* issues 1-19. Tel: (0707) 659756.
- Jap SNES SCART lead and PAL booster, two controllers, PSU, 11 games – SFII and Turbo, Mario, Starfox, Star Wars, Batman, Turtles – full screen on all TVs. £250. Faster than UK. Tel: (0244) 533668 ask for Dan.
- UK SNES, seven games inc SFII Turbo, Bomberman, Mortal Kombat, Mario Kart, Zombies. Also four joypads, Multitap, convertor, topfighter, joysticks, and every issue of Super Play. All in excellent condition. £300 ono. Tel: (0293) 821322.
- US SNES core system, converted power supply, one controller, excellent condition and boxed for only £70. Tel: (0532) 755327.
- Amiga 1200, three joysticks, mouse and accessories around 20 games still under warranty. £300 ono. Tel: (0787) 278857.
- SNES Mario Kart, SFII Turbo, Super Bomberman, Secret of Mana, convertor, SN Pro Pad, Patriot pad, all boxed. £150. Tel: (0458) 210344.
- Amiga 500, 1 meg upgrade, more than 20 games, joystick and all necessary leads. All boxed with instructions. £190. Tel: (0458) 210344.
- Mega Drive with four games including John Madden '92, all boxed with instructions. £100. Tel: (0458) 210344.
- UK Neo Geo, one control stick, three games: Fatal Fury 2, Super Sidekicks 2 and World Heroes 2 Jet. £450. Will sell separately. Please call: (081) 426 9817.
- US SNES, six games, two joypads and 1084 colour 14" monitor. Games are Mario Kart, Starfox, Mario All Stars, Contra, Mario World, and Tiny Toons. Everything boxed with all instructions. Will sell for £350. Call David on: (081) 301 0321.
- Amiga 600 with loads of joysticks and games, including Monkey Island 2 and Flashback. Also second disk drive, mouse mat, disk box plus game gear and four games. Will sell for £460. Call (081) 469 2273.
- US SCART SNES and 13 games including Stunt Race FX, Starfox, Street Fighter II Turbo, NBA Jam, Zombies, Mario All Stars. Sell £350. Call: (0494) 565488.
- SNES for sale 13 games, one joypad, Action Replay, over 40 mags – ideal Christmas present. A bargain at £275. Phone John on: (0908) 610351.
- SNES with eight games, two pads and the Action Replay II inc Super SFII. only £210. Lancs area only. Call: (0722) 628655.
- Amiga and 1 meg upgrade word processor, Citizen colour printer, loads of games, demos and magazines, three years old. £250 ono. Call: (0892) 530387.
- For sale: Super NES with SFII, Super Tennis, Super Mario World and Super Scope with six games. All boxed except scope £150. Call after 5.00pm on: (0495) 757280.
- Amstrad CPC 6128 (disc drive) plus tape recorder and connecting lead, printer, Datel mouse and adaptor and 32 games. All with instructions. Worth £1,000 will sell for £250 ono. Tel: (0566) 782579.
- Philips CDi player with digital video cartridge, remote and joypad controllers, six games, Top Gun film and Queen music video CD. £425. Tel: (0234) 857114.
- UK SNES, three joypads, joystick, Super SFII (US), SFII Turbo (US), Zelda (UK), SFII (UK), adaptor. Vgc. Free 20 issues of Super Play. £165. Will sell items separately. Tel: (0484) 716545.
- UK SNES, two joypads, 10 games, all scored 90% and Sensible Soccer, Mystical Ninja etc, converter, all leads, mint, cost £550 sell £240. Tel:(0543) 504119.
- Game Boy mains adaptor £5, Tetris £4, carry case £1.50 or £9 the lot. Tel: (081) 428 3950.
- UK SNES with SFII Turbo, Mario Kart, Mortal Kombat, Universal adaptor, pad and leads all in SNES carrying case and loads of mags. Worth over £250, sell for £120. Tel: (0538) 723322.
- SNES, fully boxed as new and Turbo, two joypads, Turbo, Star Wars, Starwing, converter and free Turtles IV £85 . Buyer collects. Call Jan: (081) 248 4041. Ealing area.
- Help me! UK SNES with £250 of games/accessories and I want a new owner. Ring: (0279) 843460 and ask for Mark.
- UK SNES for sale. One control pad. Boxed. Unwanted gift. £50. Tel: (081) 960 8976.
- UK SNES Super Mario World Pack – two Joypads US – UK converter. Starfox, Super Mario Kart, Super Tennis, Striker (all 89% plus on What Cart?). SCART/AV leads all boxed as new. £175 ono. Tel: (0234) 823344.
- Atari Lynx II 16 top games including Batman Returns, all boxed, excellent condition, two carry cases and comlynx cables. Worth over £500 will sell for £150 ono. Tel: (0322) 381213.
- For sale UK SNES with seven games, joypads and magazines. Worth £400 will sell for £220. Also for sale Atari ST (520) games – 30 for £25. Call Andrew: (0582) 882390.
- UK SNES for sale with seven games – NBA Jam, Mario All Stars, Zelda, Mario Kart, Starwing and two others. All games completely boxed with instructions and two controllers. Only £220 ono. Tel: (0277) 652065.
- Sega Mega Drive II and Mega CD; two infrared joypads and universal adaptor; eight cartridge and eight CD quality games. How about £245 (all boxed)? Any buyers out there? Ask for Andy on: (0305) 767012.
- Arcade machine 'Williams' Smash TV 26" monitor, coin mech, two-player. Mortal Kombat II type cabinet. Excellent condition £295. PX considered. Phone Charlie: (0865) 243684.
- UK SNES three controllers, nine games all 90% and over: include Starwing, Flashback, Sensi Soccer, Mario Kart, Cybernator, Jurassic Park and loads of mags. £300. Tel: (0483) 480399.
- Issues 1-11 of Super Play £15 ono. Please tel: (0925) 573685.
- Issues 1-16 Super Play, Super Play Gold, and 1-18 issue Super Action £50 ono. Will not separate. Tel: (061) 653 8837.
- UK SNES with 11 games inc. SMW, SFII, Super Tennis, NHLPA Hockey, All Stars, Cybernator, G & G, Mystical Ninja, Axeley. Two pads, converter and carry case. All in mint condition. Every edition of Super Play £300 ono offers. Tel: (0248) 853151
- UK SNES for sale with nine games including NBA Jam, and NHL '94, Multitap, four pads and accessories. Worth £900 plus, will sell for £400. Tel: (0946) 591441.
- UK SNES for sale, two pads, converter, eight quality games including Rocky & Rocky, Starfox, Mario Kart, Secret of Mana etc. All in mint condition. Boxed. Bargain at £250. Tel: Keith (0628) 23769.
- UK SNES, two pads, one scoremaster stick, Super Metroid, Starwing, Equinox, TMNT: Tournament Fighters, Sim City, Clayfighter, Desert Strike, First Samurai, all fully boxed with instructions, £275 the lot. Buyer collects. Tel: (0483) 32873.
- Amiga CD32, joypad, joystick, nine games including Sensi and Captive II. Perfect condition price £200. Tel: (0403) 250570.
- US SNES, two pads, converter, stereo lead, 12 games including Starfox, SFII, Super Mario. £230. Tel Paul: (0322) 527250.
- UK SNES, nine excellent games (inc SFII Turbo, Sensible Soccer, FIFA Soccer, Mario Kart), boxed, two controllers, adaptor, loads of mags. Worth £530 sell for £250. Tel: (0922) 720650 after 6pm.
- UK SNES, two joypads, nine games including Rock 'n' Roll Racing, Mario Kart, Stereo Sound, Scope, magazines. Will sell for £250 ono. Tel: (0292) 442429.
- Game Gear, with Master Gear, AC adaptor, link cable, car adaptor and 15 games (all boxed) worth £500 plus but will sell for £240. Tel: (081) 997 9017.
- Atari 2600 with five games (instructions included) and two joysticks. Will sell for £20 ono. Tel: (0564) 779107 ask for Jonathan.
- UK SNES, Super Street Fighter II, Bomberman and Multitap, three control pads, pro converter, Mario Kart. All boxed and in mint condition. £200 ono. Tel: Seng on (071) 586 7243.
- UK SNES, seven great games inc SFII Turbo, Mario Kart, Bomberman, Mortal Kombat, four joypads, Multitap, converter, Topfighter joystick. All perfect condition. Plus every Super Play £400 ono. Tel: (0293) 821322.
- PC Engine and 16 games (60Hz) £120. SNES and 60 games – bargain at £250 ono, and loads of cheap SNES, HD, arcade PCB games. Call: (0272) 686258.
- UK Atari Jaguar for sale (boxed), nearly new, including two games, Cybermorph and Tempest 2000, all leads £180. Tel: (0372) 376883.
- Mega CD for sale with 14 games £300 ono. Tel: (0223) 301741 on Sundays only.
- UK SNES (PAL) with seven games (Axelay, Turbo, Kikikaikai, Bomberman, FInal Fight, SFII, Starwing) Datel Expert NTSC-only Adaptor, two normal pads (plus one turbo) and about 30 SNES-related mags (inc SP, NMS, Total and CVG) and some collectors items. Sell for £280 ono. All boxed with instructions. Tel: (0509) 504152 and ask for Steve anytime.

GAMES FOR SALE

- SNES games for sale: Mortal Kombat £20, Street Fighter II Turbo unboxed £20. Tel: (0353) 777406.
- I will sell Mortal Kombat, SFII Turbo, Mario All Stars, all UK, boxed with instructions, (except MK). Sell for £25 each. Ask for Ben on: (0352) 762776.
- Over 30 SNES games for sale from £15 to £20. Call Matt on: (021) 455 8508 evenings, (021) 623 5126 daytime. Birmingham area. Will deliver.
- SNES games for sale Tiny Toons (£20), Cool Spot US (£25), Striker (£25), John Madden (£20), NCBA Basketball US (£20), Wrestlemania US (£15), Jurassic Park (£20), Smash TV (£20). Tel: (0923) 674456.
- SNES game for sale Super Sreet Fighter II (Jap) mint condition boxed with instructions. A snip at £45. Ask for Luke on: (071) 223 8232, must be in London.
- SNES games: Super Metroid (UK) £30, Mario All Stars (UK) £30, Mario World (UK) £15, Nigel Mansell (UK) £25, Star Wars (UK) £25, Royal Rumble (UK) £30. Boxed and instructions except Mario World. Tel: (0322) 554148.
- Actraiser £25 ono and Tuff E Nuff £25 ono. Both UK or swap for Rock'n'Roll Racing or any decent fighting game (except SFII Turbo). Tel: (0785) 841140.
- SFII Turbo £35, NHL 94 £30, Mystic Ninja £25, Jimmy Connors £20, Pugsley's S H £28, Clayfighters £30. All in mint condition, boxed and instructions. Prices incl p&p recorded delivery. Tel: (0395) 578087.
- Parodius (UK) £15; Addams Family 2 (UK) £10; Tiny Toons (US) £15 & Universal Adaptor £12; Krusty's Super Fun House and SFII £10 each. London area, buyer collects. Tel: (081) 287 1956.
- FIFA £25, Starwing £25, 7th Saga (US RPG) £30, Brain Lord (US RPG) £30, Chessmaster (US) £15. Sheffield area. Must collect. Phone after 6pm: (0742) 665413.
- UK SNES games for sale, all in mint condition: Mortal Kombat (£25), Mario All Stars (£25), Starwing (£30), Dragons Lair (£20), Castlevania IV (£20). Tel: (0279) 418983.
- Mortal Kombat, Starwing, Total Carnage, Super Mario Kart, Top Gear 2, Mario World, £20 each. Tel: (0803) 312318.
- SNES games: Super Street Fighter II (US) very good condition – £50 ono; Alien 3 (UK) – £22 (inc magazine); Super Aleste (US) – £18; Game Commander joypad, good condition – £12 ono. Tel: (081) 693 8922.
- Super Nintendo games for sale. I have Alien 3, Hook, Starfox, Final Fight, Rushing Beat, 2020 Baseball, SFII Turbo, Parodius, Mario All Stars. Highest offer gets the games phone. Tel: (0480) 467717.
- For sale: SNES Jurassic Park (UK) boxed with instructions £20. Tel: (0203) 466164 after 4pm.
- Super Metroid £40, mint condition, American. Phone: (0429) 823524.
- Manga and Anime videos. £5 each many titles. Tel: (0827) 281552.
- SNES games (US) Ghouls n Ghosts £20, Pilotwings £28, Populous £20, Lemmings £28, Mario Kart £26. No instructions. Mystical Ninja £34, Lost Vikings (UK) £34, or may swap for Super Metroid. Tel Ben on: (0483) 575918.
- Cheapest SNES games! Jurassic Park £20, Tiny Toons £20, Aladdin £24. Or swap for Rock n Roll Racing for Jungle Book. Tel: (0622) 752945.
- For sale SNES games Mortal Kombat £35, Street Fighter II Turbo £38, M Kart £22, Another World £18, Mario World £10, Starwing £10, Mario All Stars £35. Tel Kevin: (0920) 877341.
- SNES games: SFII T, Turtles 4, Super Mario All Stars, Super Probotector, £27 each. F-Zero, Super Pang, Super Tennis, Super Aleste, Castlevania 4, Pro Action Replay, Actraiser £23 each (all UK). Tel: (0297) 33976.
- Issues 1-18 of Super Play for sale. Reasonable offer only – buyer pays for postage. Please tel: (0772) 556833.
- SNES: Striker (UK) £25, Mario All Stars (UK) no box £20, Madden '93 (UK) £15 or swap for Ranma, Puyo Puyo or Japanese oddities. Tel: (0702) 344422.
- For sale: Bubsy (US) £18, Parodius (UK) £18, Final Fight (UK) £15 and Axelay (UK) £18. All games boxed and instructions. Tel: (081) 390 3097.
- I will sell my Super SFII for £60 ono and my Game Boy for £20 ono. Tel: (071) 254 8025.
- For sale for the SNES Super Soccer, Street Fighter II and Sim City. £25 each or all for £60. Boxed with instructions. Tel: (0555) 662532
- For Sale: Jap Super Star Wars £10, Jap Dead Dance (Tuff E Nuff) £10, US Spiderman and X-Men £10 (no box), Action Replay £15. Phone: (061) 303 2302 and ask for Tez or leave a message. If you buy all of this stuff I will also throw in Super R-Type Cart (UK). Tel: (061) 303 2302.
- Atari ST games. Lots to choose from. All at least half price, starting from £5. Also SNES games – Lost Vikings, Starwing £20 each (UK). Tel: (081) 203 1429.
- I will sell Tournament Fighters for £25 or swap for Rock 'n' Roll Racing. Tel: (081) 554 2811.
- Jap – SFII, Final Fight, Pilotwings, Rombuzal, Boxing. US – Ninja Warrior, Mana, Zombies, Dark Water, Act 2, SFII Turbo. UK – Equinox. Prices from £5 to £28 (all include p&p recorded delivery). Tel: (0604) 231337 from 6pm Fri and Sat only.
- SNES games for sale: Mario World (no box) – £15, SPII (no box) – £15, Mario All Stars – £25, Zelda – £20, Mario Kart – £20. All PAL with manuals. Tel: Ben on (0252) 713415.
- For sale: Mortal Kombat (UK), mint condition, boxed with instructions £25. Tel: (0992) 587550.
- Super NES games for sale: Breath of Fire (US) £40, Zelda (UK) £15, Equinox (UK) £30. Tel: (0442) 69378.
- Brand new Mario All Stars, boxed with booklet: £35. Also Mario World: £15 (or free with All Stars). Tel: (0491) 578867 (only on weekends), and ask for Peter.
- Super NES: UK games: Lagoon £24, King Arthur's World £29. US games: Final Fantasy II £55, FF Mystic Quest £29, Actraiser 2 £32, 7th Saga £32, Secret of Mana £44, Another World £24, Utopia £35, YS 3 £24, Lemmings £24, Aladdin

£32, Pilotwings £32, US adaptor £10. SFC (Jap) Nigel Mansell £29. All mint boxed c/w instructions. Postage £1.50 each. Sorry no offers. Call Ian on: (081) 876 9007 evenings only.

● Six US games for sale for £130 including Street Fighter II Turbo or swap Turbo for NBA Jam (US). Tel: (081) 677 1208.

● Games for sale: Japanese – Super Tennis £10, Tiny Toons £5, Hole in One Golf £15, Super Kick Off £10. American – Spiderman and X-Men £10, Shadowrun £20 ono, Striker £15. Please tel: (081) 850 6948.

● SNES games, Pilotwings, and Mario All Stars £18 each. Also Super Metroid and 72 page guide, £38. Tel: (0753) 866980.

● For Sale: Street Fighter II Turbo (Jap) £20, Street Fighter II (UK) £15, Turtle Fighters (UK) £30, Fatal Fury (US) £15, Royal Rumble (UK) £30, Mystical Ninja (UK) £30, NBA Jam (UK) £30. Ask for Tahir on: (081) 520 8781.

● Super Play issues 12, 13, 17, 18, 19, 20, 15, 16, 21, 22. TOTAL issues 23-26 and issue 30. NMS issues 6, 14, 15, 16, 17, 18, 19, 20, 21, 22 and NMS game guide. Super G 1, 2. Games M, 13-19. SNES Force, 8HD. CVG, Games Player £40. Total no 2 £45. Tel: (0443) 423862.

● Turtles Tournament Fighters (US) £30, Mortal Kombat (UK) £30, Tiny Toons (UK) £25 and Aladdin (UK) £25. Fully boxed with instructions. Excellent mint condition. Tel: (0274) 510975 NOW!

● Secret of Mana (£35), Super Bomberman (£20), SFII Turbo (£20), Castlevania IV (£15), SFII and Converter (£15). All boxed with instructions. Tel: (081) 427 4152.

● Madden '94, Sensible Soccer, World Cup '94 all £30 each. NBA Jam £35. All PAL games with box and instructions. Also some US games for sale. Sheffield area. Tel: (0742) 498026.

● UK and US SNES games. All boxed with manuals. Jurassic Park (UK), Cool Spot (UK) Star Wars (UK) TMTF (UK) NBA Jam (UK) Lost Vikings (US). All £25 in vgc. Tel: (0622) 685755.

● UK SNES games Cool Spot (£22), Bubsy (£20), Mega Man X (£27), Skyblazer (£27), Wing Commander (£15), Star Wars (£20), Star Wings (£15), Rainbow Bell (£27), Super Metroid (£33). All boxed with instructions, all in very good condition. Tel: (0932) 787598.

● UK games – Zombies – £26/Alien 3 – £28/Probotector – £26/Smash TV – £26/SFII Turbo – £40. Mega Man X (US) – £30. US/Jap – UK converter that works with Secret of Mana – £10. Tel: (0372) 452623.

● Neo Geo games – Fatal Fury 2 £75, Super Sidekicks 2 £110, and World Heroes 2 Jet £110. All boxed with instructions. Tel: (081) 426 9817.

● US SNES games: Zombies, Zelda, Desert Strike, NHL Hockey. Jap games: Prince of Persia, Axelay, SFII, Contra 3, F-Zero. UK games: Alien 3. All boxed, £25-30 each. Also US Castlevania and Mario World, no boxes, £15 each, or will swap for decent games. Phone: (0625) 530694.

● Buy my games! UK, £25 each – Equinox, T2 Arcade game, Pilotwings, Yoshi's Safari, Bomberman, Rock 'n' Roll Racing. US games – Joe 'n' Mac, Mario All Stars, Secret of Mana, Street Fighter II, Turtles Tournament Fighters, Soulblazer. Ask for Rich on: (0742) 649797.

● UK SNES games: Top Gear, Street Fighter II, Super Mario World, UN Squadron, Super Tennis, Super Probotector. £15-£25. Tel: (0772) 745004.

MESSAGES AND EVENTS

● Amiga Format mags, issues 31 – 59. £1.50 each or £20 the lot. Super Play mags issues 4 – 23. £1 each or £12 the lot. Mint condition. Contact: (0452) 814082.

● Super Play mags 1 -24. £45, ono, the lot. In excellent condition. Tel: (071) 794 5694.

● Anime for swap with serious collectors. I have over 100 titles. Also I want to start a Sensible Soccer league in the London area. Phone Little Jim on (081) 856 5889.

● 69 magazines for swap or sale. Cost £170 accept £75 or two SNES games. Flashback, Zelda, Alien 3, NBA Jam or any other good games. Buyer must collect. Tel: (0438) 351683.

● Mags for sale: 3-24 of SP (£2 each, no 3 £3), SP Gold (£3), NMS 12, 18, 20, 21 (£2 each), SNES Force 3, 4, 8 (£1 each), Super Action 6-10, 12-15 (£1 each). Also AR (£20), SFII (£10, US), Mario (£8). Tel: Steven on (0634) 404008.

● Manga videos for sale 27 in all. Classics and new titles from Akira to The Guyver worth £350 sell for £170. Phone: (0742) 403629.

● Super Play Back Issues 1-18, excellent condition £40. Tel: Andrew on (0702) 528089.

● 100 magazines for sale. Computer and Video Games issues 97-152, Nintendo Magazine System issues 2-22, Mean Machines Sega issues 2-22. All £2 each. Tel: Gary on (0624) 597017.

● Issue 1 of 'Go!' magazine for sale. Currently worth around £25 will sell for £7. Mint condition. Contact: (0452) 814082.

● Madden '93 (US) and Uni adaptor for £30. Issues 1-3 of Super Play for £4 each and 4-6, 9, 11-24 all £2.50. Ring and ask for James at weekends. Tel: (05395) 36603.

● Mags: Super Play issues 20, 21, 24; NM System no 17 (Feb '94) and no 19 (Apr); TOTAL issues 28, 29, 30, 31, 32, 33; Super XS issues 2 and 6; S Gamer issue 1; SNES power tips book £4; v old C V games volume 2 £3. All mags only £2 each except for S Gamer 1 is £3. Ring Elliot on: (0925) 445816.

● 1-25 issues of NMS mint and Jap Super Aleste all for £65. Neo Geo and Duo owners call for swaps. Tel: (0203) 230658.

● To Aron Lai. Boy oh boy you got dumped six times man. You just can't stand yourself so go and stay in the kitchen and wash the dishes. From the last girl that dumped you, you cheap dishwasher.

● For sale – magazines very good condition includes Game Zone, TOTAL, Super Play, bundle of 15 – £10. Tel: (0472) 601465.

● Mags for sale – Super Play 1–23. All for £40. Tel: (071) 794 5694.

● Bored? Anyone want to chat about SNES games and Anime or anything else for that matter. Swaps possible. Tel: (0745) 583709.

● Mags for sale: CVC 116-130, 132-135 £2 each. Game Zone no 1 £3, 2-5 £ 2.50, 6-12 £2 each. Zero 33-36 £1.25 each. All mags £65 ono. Tel: (0732) 864375.

● JOHN! Yes I mean you John Robinson. I told you that I'd get in some way or another, and not an insult in sight. By the way my name is Tekin Suleymen.

● Manga videos for sale. Doomed Megalopolis 1-4 £20. Super Play mags for sale, every issue plus Super Play Gold all good condition. £45 the lot. Will not split. Tel: (0293) 821322.

● Please will C Graham marry JR.

SWAPS

● SNES (UK) games Mortal Kombat, Starwing, and Super Scope. Swop for Sunset Riders, Batman Returns, Star Wars, Dragon and Alien 3. Must live in Sheffield. Tel: (0742) 886480.

● SNES games for swap (UK/US/Jap). All games considered. Phone: Nik (061) 980 3537.

● Swap my SFII Turbo, Mystic Ninja, Pugsley's SH, Jimmy Conner's Tennis, W L Basketball, Mario Kart for World Heroes 2, Fatal Fury 2, Ninja Warriors, Bomberman 2, Super Puyo Puyo or Major Title Golf. All boxed with instructions in mint condition. Phone now. Tel: (0395) 578087.

● Will swap my Sega Genisis for a Mega Drive system that plays Japanese games and Aladdin, TMNT Tournament Fighters and Sonic 2. Tel: (010) 209 479 8861.

● Swap my Starwing, Sim City, Mega Lo Mania, Mystical Ninja for Shadowrun, Young Merlin, Alien 3, Spectre. Tel: (0304) 820043.

● Swap my Mortal Kombat or Joe and Mac for Madden '94, Pinball Dreams, Tournament Fighters, Flashback or any decent game. Tel Simon: (0322) 667622. With instructions – a must.

● For swap Action Replay, Plok!, James Pond, Push Over, Sensi Soccer. Anything considered esp Wolf 3D, J Park, Tournament Fighters and Pilotwings. All UK versions please. Please tel: (0532) 523475.

● Swap Sim City and Starwing for Secret of Mana and Super Probotector. Tel: (051) 487 8860.

● Swap box super NES with six games includes Super Mario All Stars and Mortal Kombat. I want Mega Drive with six games. Tel: (081) 368 7486.

● Game Gear Games for swap. Will swap three for one SNES games of other GG games. All games considered. Tel: Nik on (061) 980 3537.

● Swap Street Fighter II, Starwing, Jurassic Park, Desert Strike, Mario World, Batman Returns for SM Kart, Super Metroid, POP, Zelda or Toe Fighter. Phone (0780) 410366, 4-9pm.

● I will gladly swap Super Probotector for Zelda III. Phone: (0228) 514095 and ask for Wayne.

● I'll swap Flashback (UK PAL boxed with instructions) for PAL Mario Kart or PAL Bomberman (UK boxed, instructions). Must collect. Tel: (081) 443 4486.

● Swap my Master System II with seven games for any good fighting game or sell for £30. Also swap Mario Kart for Pebble Beach Golf or sell £20. Tel: (0268) 682679.

● Swap SFII, Star Wars, Star Wing, Wing Commander, Super Double Dragon in exchange for Shadowrun, Wolfenstein 3D, Dragon, Spectre, and R Type 3. Tel: (0895) 859130.

● 100 magazines including Mean Machines SEGA, Nintendo Magazine System, Computer and Video Games, all in perfect new condition with posters, tips books etc. Swap for an American Super Nintendo with two joypads and a few games. Must be able to collect (Middlesborough). Tel: (0642) 597017 and ask for Gary.

● I will swap any SNCS you have for any SNES game you want. For details, ring and ask for Russ. Tel: (03727) 28494.

● Best of the Best, Zombies, Pilotwings, Sim City, Jurassic Park, Super R-Type for Royal Rumble, Turbo, Super Metroid, or any other esp game. Tel: (0738) 623342 and ask for Stuart.

● I will swap Batman Returns for Final Fight or Sunset Riders. Ask for David. Tel: (0698) 268138.

● Does anyone want to swap the excellent Stunt Race FX (93%) for Super Street Fighter II and some money? Tel: (0582) 664397.

● Swap my UK Bomberman, Striker, Storming or Super Tennis for UK Action Replay 1 or 2, UK/US Plok!, NBA Jam, Super Metroid or Jap Puyo Puyo. Phone Andy on: (0343) 540829.

● I will swap my UK Aladdin for either Mr Nutz or Super Bomberman. Tel: Gurdeep after 4.30pm on: (081) 552 2307.

● I will swap my super my Super Off Road or Nigel Mansell Racing for Mario Kart or All Stars. Tel: Eddy on (061) 654 8532.

● I will swap my Flashback (boxed and instructions) for FIFA Soccer or NBA Jam (FIFA prefered). Free gift if you reply quickly. Phone Matt on: (0547) 528194 after 6pm. RESPECT!

● Super James Pond, Super R-Type. B O B will swap for anything. Tel: Chris on (0453) 731008.

● Kevin Keegan, Mansell, BOB. For your Clayfightes, F1 Pole Position, GP 1, Mech Warrior, Plok!, Striker, Top Gear 2, All one and must be UK. Ask for Jamie on: (0473) 310039.

● Swap Mario Kart, Turtles, Jurassic Park, Super Basketball, PGA Tour Golf, NHLPA Hockey, Pilotwings, Harley's Adventure for any decent games! Tel Kyle on: (0748) 850078.

● Swap my Alien3 (UK) for Sim City (UK), or Mario Kart of Zelda: Link to the Past (UK) or Aladdin or sell for £25. Tel: (0598) 763315.

● US SNES game: Starfox. In mint condition. Will swap for Sim City or Soulblazer (I will consider other games). Tel: (081) 886 1257.

● Swap my Mario All Stars or World Class Rugby for Shadowrun (both games UK). Tel: (061) 763 4784, ask for Michael.

● I will swap my Turtles in Time, Joe and Mac, Zelda III, Jurassic Park, SFII, Star Wars, Royal Rumble for Mortal Kombat I or II, Tiny Toons, Striker, Final Fight 1 or 2, Batman Returns, FIFA Soccer, Street Fighter Turbo, Secret Of Mana. Tel: (0625) 612490.

● SNES games to swap and sell: Out To Lunch, Pop 'n Twinbee or Pilotwings for an Action Replay, Mario All Stars, Equinox, or The Death And Return Of Superman. All games must have boxes and instructions. If nobody wants to swap I'll sell each game for £14. Tel: (061) 430 8014.

● Swap Mystic Quest (US) for Super Metroid. Preston or Flyde area only. Tel: (0253) 869248.

● Swap my Street Fighter II, Pilotwings, Castlevania IV, for Axelay, Clayfighter, Final Fight or Super Metroid. Tel: (051) 342 3018.

● I will swop Krusty's Super Fun House, as new with box and instructions for Super Probotector, Tiny Toons, First Samurai, or any good game. Tel: (0472) 885264.

● My Zelda III, Young Merlin and Mario All Stars for any good game preferably FIFA or an adaptor. Consider sale as well. Must be able to get to N London. Tel: (081) 450 4265, after 6pm.

WANTED

● Wanted: Mystical Ninja 2, cash waiting London area only. Ask for Matthew. Tel: (081) 241 7982.

● Nine issues of Nintendo. Issues 1–6 of Super Game. Three issues of Super Action. 12, 14, 15. four issues of Games World. Issues 3–5 of Super XS. Tel: (071) 254 8020.

● SNES games wanted: Football games, golf games, Smash Tennis, Street Racer, Stunt Race FX, Super Metroid. Also games for sale or swap incl. Secret of Mana, Jurassic Park, Aladdin. Tel: (0253) 357702.

● GB Action Mags wanted issues 5-10 will pay £9 fo all or £2.25 each. Tel: (0865) 247506.

● Hudson Soft Multitap four-player adaptor wanted. Tel: (0323) 833022 after 6.30pm on Sunday or Monday.

● Wanted: Secret of Mana, Soulblazer I and II, Breath Of Fire. Swap Zelda III, Final Fantasy II, Mystic Quest, Star Wars. Sell for £20-£25. Tel: (021) 360 5015.

● SNES or Game Boy games to swap or buy. Anything considered (must be UK with box and instructions). Pay £15 for most cartridges. Tel: (0323) 833022 Sunday and Monday after 6.30pm.

● John Madden '93 for SNES. Game only. £10. Phone (0779) 812732.

● Neo Geo games wanted and joystick. Tel: (0463) 221173.

● SNES contacts wanted to swap games. Phone with list. Tel: (0272) 491721.

● Wanted Teenage Mutant Hero Turtles – Turtles in Time, UK version only, must have box and instructions. Will pay £20. Tel: (0536) 519610.

● Golaccio! Yes, you can really score...I want your Amstrad CPC kit! You want the cash, I want the kit! Disks, tapes and hardware – anything! Tel: (0383) 411161.

● Bellissimo! Junk your Amstrad CPCs now! Cos I want your peripherals! Multifaces DD-1s, Fd-1s, ROM boxes, protect (ROM), wave widgets, and much more! Tel: (0383) 411161.

● Need some cash? Jap SNES games wanted for collector anything that has box and instructions £10-£12 paid. Get calling now! Tel: (0942) 515598.

● Any beat-'em-ups UK/Jap/US versions. Phone (0481) 55169 or (0481) 53534 and ask for Neil.

● Sell sell sell! I want your unwanted CPC stuff. MP-3s, CT-1s, 3" discs, a mouse, 3.5" drives, discology, stop press, R5d3ds and modems. I want them!!!! And more. Tel: (0383) 411161.

● Wanted: Muscle Bomber £20, Shadowrun £25, preferably US. Tel: (031) 447 8052.

● Selling an Amstrad 8 bit? Carry on, cos I want your games. Especially wanted are: Iron Lord, Laser Squad, Bards Tale (all disc). Also Pang on Cart. Tel: (0383) 411161.

● Wanted: NES AC adaptor, must be in good condition, reasonable price paid. Tel: (0698) 262280 after 5pm.

● Wanted Boulderdash for the Game Boy. Must have box and instructions. Will pay good money or swap for SNES. Tel: (0705) 595825, call after 4.30pm and ask for John.

● SNES. Contacts wanted to swap games. Tel: (0272) 774583.

● Wanted UK SNES games. Any considered any condition. Call after 6pm on: (0932) 853426.

● Penpal age 12-13 wanted for 12 year old boy. Must be interested in Manga like Dragon Ball Z, Akira. Male or female. Phone between 6-7pm. Tel: (0472) 601465.

BOOK YOUR FREE AD HERE!

Fill in this form (in capital letters, please, bearing in mind that we won't print your name or address – just your phone number), stick it on the back of a postcard or envelope, and send it to Supermarket, *Super Play*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. If you're under 18, please ask your parent or guardian to sign the coupon. This service is only available to private advertisers.

Please print my free advertisement as soon as possible under the following classification:

- Hardware For Sale ❑
- Games For Sale ❑
- Wanted ❑
- Messages And Events ❑
- Fanzines ❑
- Swaps ❑

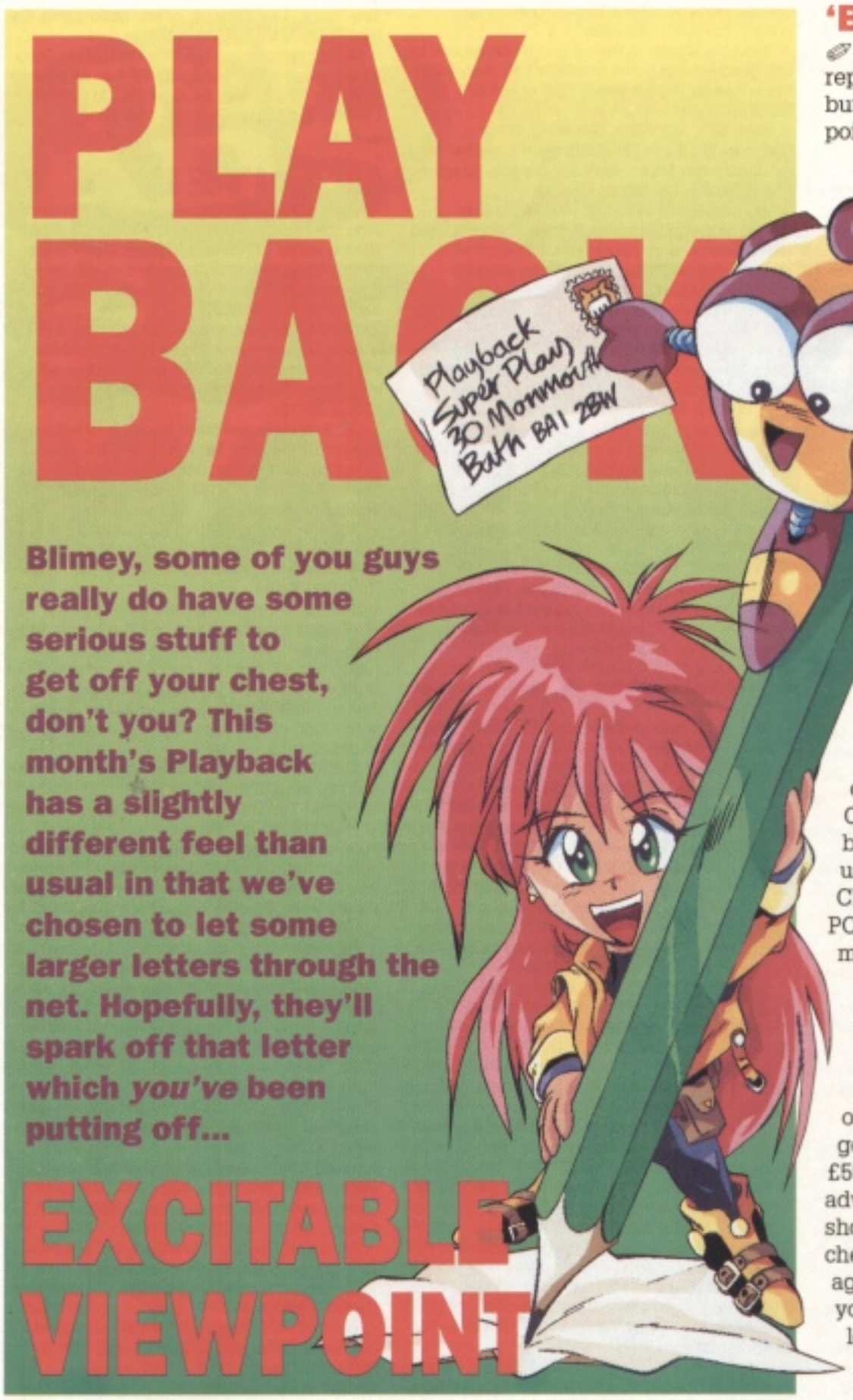
Name .....
Address .....
.....
.....
.....
Postcode .....
Tel No .....
Signature of parent/guardian (if you're under 18) .....

I want my ad to read: .....
.....
.....
.....
.....
.....
.....

(SUPER PLAY 26)

Sorry, but *Super Play* can accept no responsibility for ads placed in this section.

PLAY BACK



Blimey, some of you guys really do have some serious stuff to get off your chest, don't you? This month's Playback has a slightly different feel than usual in that we've chosen to let some larger letters through the net. Hopefully, they'll spark off that letter which *you've* been putting off...

EXCITABLE VIEWPOINT

'BECCLES MOOSE'

Usually I agree with your replies to letters in this magazine, but I feel you failed to address the points I made in my last letter (*SP*24). What it seemed to amount to was a half-hearted defence of Nintendo and a brushing aside of the points I was making.

The 'limit on game size' argument just does not cut it. Compare the CD's 600 Megabyte capacity with that of even the largest carts – at present 32 Mbit. 600 Megabytes equates to 4,800 Mbits, which is to say that you could fit 150 *SSF II* games one CD! The CD data is there ready to be loaded into the machine's usable memory, look at the huge CD-Rom/hard-disk games on the PC which run perfectly well in 4–8 meg of PC memory.

As for the declining costs of carts, I'm sorry but I have failed to benefit from this price drop. Apart from a few oldies (*Starfox, Smash TV* and so on) being sold off at £20, the cost of carts has gone from £35 to £40, to £49.99 to £59.99. Just take a look at the advertisers' prices in this mag and show me one who is selling carts cheaper than they were six months ago. You may get 'more bang for your buck' but it's still a hell of a lot of bucks in the first place.

The notion that development costs would be more for a CD-fed console is not at all true. The media on which the program code and data is delivered to the console should have no bearing on development cost. The only reason it might cost more would be if you wanted to do something fancy with the CD like Full Motion Video or 'real' games music – so compare like with like and price out how much it would cost to put such things onto a cart.

It's like the record industry saying that it's more expensive to write songs for CD rather than tape or record!

Nintendo could still take their cut from a royalty per CD basis. They wouldn't have the hassle of maintaining production facilities or worry about the fluctuations in the cost of chips; just sit back, do some number crunching *and* pull in the money.

For Nintendo's new machine, no matter which way you cut it, the act of buying the same large chunk of memory but with different data on it again and again makes as much economical sense as buying a new car every time your petrol tank runs dry.

So let's see those herds of Beccles moose (mooses?/mice?) sweeping majestically across the plains, and let's hear constructive criticism of the big N.

S Burgess,
Bideford, Devon.

What you're talking about manufacturing is a machine along the lines of *SNK's* Neo Geo CD system. In accordance with your idea, it includes a limited amount of on-board RAM which it fills with data from CD, then refreshes it when it needs to, and so on. The problem with this system, of course, is that you're getting away from one of the traditional beauties of console gaming: immediacy. Okay, looking back, perhaps our reply was a trifle cloudy, but the point is you're limiting on-board memory which in turn puts limits on games.

SNK's Neo Geo CD system was on display on their recent tour in Japan. Picture the scene: an anticipant throng crowded around *Samurai Showdown CD*, all eager to see the new machine strutting its stuff. Now picture the many stifled guffaws and embarrassed silences which followed as the machine proudly presented a little animation of a juggling monkey alongside the legend 'LOADING' at various points throughout the game.

It doesn't follow that Nintendo would want users to upgrade to a new system which initially runs in such a stilted fashion. They have announced a possible CD add-on because they're a forward-looking company, and we applaud that.

The Ultra 64 carts themselves won't be Neo Geo-like in physical size because it's almost certain they simply won't house as many ROM chips. When Howard Lincoln spoke of games 100 Mbit+ in size, it's very likely that he was talking

'UPDATED PONG'

Your reviews of old games which are re-released don't seem very consistent. You gave *Space Invaders* 40% and *Smash Ball* 82%, but *Smash Ball* is only an updated *Pong* – the oldest game ever (maybe) and a damned fine game it is too. I think you should have marked *Space Invaders* higher, it appears to be an arcade-perfect conversion which is what everyone seems to want, just like *MKII* being nearly arcade-perfect.

Surely it makes sense for companies to bring out older arcade games for the SNES as they should be easier to achieve an arcade-perfect conversion with them rather than the way latest games are down the arcade.

Gameplayers obviously want to play older games hence, the large number of super guns and similar devices on sale.

Ian, Staffs.

***Space Invaders* versus *Smashball*, or rather a case of outdated conversion versus updated conversion. We know what we prefer.**

PS Will *Donkey King Country* include the original *DK* like *Pac-Man 2* as a straight option or hidden in game.

Whoa there! We gave *Smash Ball* a good review because it was a great *update* of an old game. The developers had stripped down the original and spruced it up to make a game which can stand up proudly today. If accuracy of conversion was the only factor, we'd have given *Space Invaders* around 98%. But it isn't, and a straight conversion of *Space Invaders* just wasn't enough to excite us. And no, *Donkey King Country* won't include the original, straight option or otherwise.

compressed data, in much the same way as Atari did with the Jaguar – because it sounds so bloody good.

Finally, CD-only software tends to be extravagant by definition, and Nintendo would treat the medium accordingly. 'Fancy stuff', as you call it, costs money. Fact.

'HERO WORSHIP'

I've been thinking of writing for a long time but hadn't got round to it 'til now (apologies for this out- of-date discussion). Anyway, I've been really annoyed about everyone's complaints of Capcom's recent downfall in game success. It seems to me that Capcom could be relying on the *Street Fighter* series to survive, they are not all geniuses and everyone knows that good games are hard to come by. It has been so annoying that everyone has this thing about Capcom producing great games all the time. We all know from the Day Dreaming column in this mag that most ideas produced are usually worthless, so why these high expectations of Capcom? If every game was good (which would stop people from complaining about the bad ones), where would be the fun in selecting the the best games for your prized collection be? Where would *Super Play* be if no one need the team's valuable advice on what games to spend their hard-earned money on? So, if everyone's still reading after all that, was it really worth slagging Capcon off? Does anyone think that Capcom would be thick enough to con their fans into buying bad games even if they could produce good ones? The answer is a big no. Okay, maybe better games would cost more but they should know that their fans have enough trust in them to buy a more expensive game coz they're buying Capcom's reputation and quality as well. If you ask me, I think that most 'pre-bad games Capcom fans' were heartbroken by the unpopularity of Capcom's games and were so embarrassed by their years of hero worship that they decided to slag them off to make

ENVELOPE ART!

By far the most popular section of Playback – as far as you're concerned at least – is this, your very own outlet through which to vent your talents. The good news is that your artwork is beginning to get more diverse, something which we positively encourage.

This month's winner came in from the hugely unpronounceable Alf Yngve from out of Oslo over in Norway. Girls with guns are a recurrent theme among your art, is there something we should know about?

Alexander Foo from Weybridge, Surrey sent in this Toriyama-inspired *Dragon Ball Z* piece. It had us truly impressed; we couldn't resist its subtle colour usage.

We think this guy's from *Samurai Shodown* but we weren't entirely sure. Whatever, Luc Pestille of High Wycombe deserves credit.

Neko lives on, thanks to the talents of Gareth Stevenson from Coalville in Leicester. Frankly, we didn't realise he was so popular. Honestly, if I had my way we'd pull his helpless little pa– (*Snip – Ed*).

Cammy and Chunners come together for this dynamic effort from the mysterious Kwok M of London. Look, he's even got himself in the frame down there at the bottom right. Wil would do that if we let him.

themselves feel better. To conclude, I think that most software companies will always try to produce good games if they can help it. I wish that everyone would stop complaining and just be thankful that we had Capcom to give us some really good games.

Hayley Hung,
Leamington Spa, Warks.

Of course, you're entitled to your opinion like everyone else, but there's no getting away from the fact that a lacklustre product is a waste of space. The people who unknowingly purchase a duffer will hold it against the developer responsible. Yes, we praise the Lord for Capcom's past endeavours, but is it unfair to expect good games? No.

'BIASED PRATS'

When are you and other magazines going to stop telling us how good *Street Fighter II* games are? We know a good game when we play one. The first *Street Fighter* was good, *Turbo* was great, but *Super* stinks. The sound is crap and the new characters are weedy. Why the hell they needed 32Mbit is beyond me. *Street Fighter* has had its day. *Mortal Kombat* blows it away. By the way, your *MKII* review stinks, Zy and James are both a pair of biased prats. They're both obviously in love with *SFII*. I have played *SSFII* and *MKII* for three months now (yes, on the SNES) but *SFII* has become predictable and boring. If you want a *SFII* beater, I suggest you try *Samuri Spirits* or *Fatal Fury Special*, both have great sound and graphics, they might be a bit easy but they are different.

Steve, Hull.

Actually, we're *all* in love with *Street Fighter II* (in whatever form). It singlehandedly shaped beat-'em-ups as we know them today and is still being played the world over because it's such an outstanding piece of software.

'IN SOHO'

Hooray to Zy for expressing the unfashionable view that *Mortal Kombat II* is crap. Regular arcade goers may agree with him. For example, there's an arcade in Soho where there are about 10 *Super Street Fighter II* machines and only one *Mortal Kombat* machine. The *Mortal Kombat* machine is a useful distraction, until a *SSFII* machine becomes available!

The *MK* series was never that 'hot' in the arcades. When *MK* first appeared I thought it was, to paraphrase an often used expression, 'not as good as *Pitfighter*'! Yet, as it makes it's way to the humble home console, it became 'trendy'. The high-profile advertising may explain much of this; although the fuss made by moralising 'no violence in games' brigade probably gave *MK* a welcomed element of notoriety. Idiots!

I agree with Zy that *MKII's* claim to 'incredible game depth' is unfounded, although I can understand why it divided people so sharply. To be sure, the game has certain 'imperfections', for example, the limited nature of the non-fatal moves which deprives the game of any real fluidity or tactical gameplay. The issue, then, is how these imperfections are to be interpreted. Those who like the game for its fatalities and its blood invariably regard them as 'minor' blemishes. Those who dislike the game however, tend to view them as 'major' flaws, which undermines the entire game. The fatalities and the blood are regarded as an example of gimmickry over gameplay. I doubt if these views are reconcilable.

I would also like, however, to challenge the view that *MKII* is a real looka of a game. All the gaming mags assume that this is the one, undeniable truth, whatever one thinks of about the gameplay. Tony said in *SP*24 that the 'graphics are, of course excellent', but this is not obvious. It may be excellent technically but certainly not aesthetically. One could make the case that *SFII* is not that original; it is based, after all, on rather crude racial stereotypes. What is beyond doubt, however, is that the characters and their moves have been superbly realised in terms of style, substance and feel. The same cannot be said of *MKII*.

It is sad that the developers were content to let any old Tom, Dick and Harry pose in front of a blue screen even though they obviously have no martial arts experience. As a result, they look rather pathetic and inadequate. Their moves express no power, grace, balance or subtly. Their ineptitude is compounded by the awkward and unconvincing animation. Nor, I suspect, did the developers lose much sleep over character design. The graphics far from being self-evidently excellent, then, are somewhat susceptible to being described as lame.

I can understand why some mags, especially the American ones, would fall for the looks of this stuff. But how can a mag which prides itself on its style and its anime heritage, *and* employs Wil Overton rave about a game like this?

Peter Cheng.

What may or may not be popular in your neck of the woods isn't a fair reflection on the whole world, is it Peter? To say that *MKII* was never hot in the arcades is simply untrue – it generated an incredible amount of interest when it first appeared and that's the same sort of interest which it's maintained on the SNES.

It doesn't have the immediate draw or ultimate depth of *SSFII* gameplay-wise, but we suspect that you aren't aware of the depth it *does* hold. And we're confident that most people would agree that the graphics *are* excellent. Sure, they may not conform to your cartoony requirements but what they do for digitised graphics must be commended.

Anyway, don't paint us as *MKII's* biggest fans, check the review scores: *GamesMaster* 96%, *NMS* 94%, *TOTAL!* 93%, *Super Play* 90%. Clear enough?

'COOL OR WHAT?'

I am writing in response to Geoffrey Tsoi's letter concerning *Dragon Ball Z* collector cards. I have found a shop which sells them for around £13 a set! Cool or what? Anyway, the shops address is as follows: Japanese Anime Creations, 72-74 Hawthorne Avenue, Long Eaton, Nottingham NG10 3NF. Pleased? Thought so.

David Sheuun,
S Humberside.

Thanks for the info David, we're sure it'll help the many eager collectors who write to us on this very subject.

These are the little fellows in question. Cool, eh?

'REALLY CACK'

I am writing to express my views about Capcom. Yes, lately they've been releasing some really crap games, but that's no reason to keep slagging them off. They are responsible for some of the best SNES titles as well.

I own all three *Street Fighters* and have just recently purchased *Mortal Kombat II*. I honestly believe that it is really cack. Yes, it has some excellent graphics and some of the sounds are brilliant, but that does not make up for the really shallow gameplay. It really does irritate me that you can be picked up off the floor and thrown by the computer. When you get hit by a flying kick you fall over so you can't follow up with a combo as in *Street Fighter*. There are no real combos like there are in *Street Fighter* and it's the combos that make the game fun and satisfying to play.

I thought I would really enjoy this game because it has the blood but now I've seen it I'm not particularly bothered.

I'm sick of every magazine saying *'Mortal Kombat II* is better than *Super Street Fighter*'. It's not, it's absolutely crap. Why does everyone keep telling Capcom to release *Street Fighter III? Super Street Fighter* is the greatest beat-'em-up ever and can still be improved. Here are some suggestions on making it better:
1. Upgrade every character. Poor old Guile never gets a new move.
2. Increase the amount of selectable characters. There are 16 but why not include Sheng and Akuma.
3. Make it harder even on eight stars *Super Street Fighter* is quite easy. Why not increase the amount of stars to 10, 11 or even 12?

Ashton Love, Birmingham.

We'll stop 'slagging Capcom off' when they give us what SNES owners deserves: decent software.

We seem to have something of a debate forming here. What does everyone else think? Is *MKII* a shallow pile of nonsense? Or is it, in fact, better than *SSFII?* Let's get those opinions rolling in...

'WANT ME'

I have been thinking of writing to Midway about starring in a future *MK* game, but I do not know whether they would want me. I am 14 years old and 5'3". I can do high punches, low punches, sweep kicks, crouch kicks, flying kicks and so on. The only things I cannot do are somersaults flying punches and high kicks. I have thought of a few special moves, a background for my character and costume. Do you think I stand a chance of starring in it, or not?

Rayden 'Big trouble in little China' The Thunder God.

(Er, I think that's enough MKII letters for now – Ed.)

WRITE NOW!

If you have something to say or you want to send your latest creation to envelope art, then send it to us at:

PLAY BACK,
SUPER PLAY,
30 MONMOUTH STREET,
BATH BA1 2BW.

ALWAYS FIRST WITH Nintendo® EXCLUSIVES

TOTAL!

FREE!! JURASSIC PARK 2 POSTER AND WALLPLANNER!!

FREE! GLOW-IN-THE-DARK BOMBER MAN STICKERS!

Glad to make your acquaintance. My name's Johnny and I sell hot dogs. I wanted to review all these SNES games in TOTAL!:

INDIANA JONES, MICKEY MANIA, LION KING, GHOUL PATROL, JURASSIC PARK 2, POWER RANGERS, ANIMANIACS, THE BRAINIES, SUPER MORPH, PITFALL 2, SHAQ FU.

And this load of spiffing Game Boy games:

FIFA INTERNATIONAL SOCCER, DESERT STRIKE, LEMMINGS 2, DAFFY DUCK, TAZ 2, DUCK TAILS 2, JURASSIC PARK 2, CHOPLIFTER 3 and TINY TOONS SPORTS.

But they wouldn't let me because I'm a talentless little ginger hot dog salesman! DOH!

Well hello there! My name's Josse and I'm the lucky fella who got to review *STREET RACER* in this month's bumper edition of TOTAL! Not bad!

Wotcha! I'm 'Thicky' Dyer, the Editor of TOTAL! Read my review of *SUPER DROP ZONE*. It's a fab game and a side-splittingly funny read, too! No, really!

I'm Atko, and my job is to investigate. This month, besides reviewing the incredible *DONKEY KONG COUNTRY*, I investigate the history and future of Nintendo. Blimey!

Hello! I'm Linda. Buy TOTAL! and find out all about *SUPER RETURN OF THE JEDI* and lots more in this month's chocka issue of TOTAL!

Read TOTAL! and get brand new tips to classic Nintendo games! PLUS! Find out who this hand belongs to!

ON SALE TUESDAY 8th NOV

THE SUPER PLAY GAME LIBRARY

WHAT CART?

We felt that it was about time we did something new with What Cart? So we did. Gone is the monotonous grid of hard-to-read text and, erm, it's in with a brand spanking new one! Seriously, though, the new style should prove easier to use, more informative, and, well, just a more worthwhile section of the magazine. Read, digest and look out for more next ish.

PART ONE • A - D

ACROBAT MISSION
S | Jap | Teichiku | 8Mbit | SP2 | 38%

A pitiful early attempt at a vertically-scrolling blaster.

ACTION PACHIO
P | Jap | Coconuts | 8Mbit | SP9 | 42%

It may look a touch like *Sonic* but it plays like a dog. And a dog with a two broken legs, at that.

AEROBIZ
ST | US | Koei | 8Mbit | SP7 | 69%

Alt title: Air Manager (Jap)

Absorbing if airport management's your thing, but there's not enough fun or reward in here for most.

AERO THE ACROBAT
P | US/UK | Marubeni | 8Mbit | SP13 | 84%

Don't let the acutely annoying soundtrack put you off, this is a fairly groovy game. Graphics are minimalistic but it's large and enjoyable enough to keep you plugging away for ages.

ACTRAISER
ST/P | Jap/US/UK | Enix/Quintet | 8Mbit+BB | SP2 | 90%

Clever blend of basic God-sim and hack-and-slash platform action with smashing Yuzo Koshiro soundtrack.

ACTRAISER 2
A/P | Jap/US | Enix | 12Mbit | SP16 | 69%

Spectacular graphics can't save this eagerly-awaited sequel from the realms of mediocrity. The strategy section is gone and we're left with a difficult-to-play, humdrum platform slasher. Even the soundtrack is disappointing.

THE ADDAMS FAMILY
P | Jap/US/UK | Ocean | 8Mbit | SP1 | 82%

Well-received platformer which, while overly frustrating in parts, can be completed with relative ease thanks to its password system. Nice.

THE ADDAMS FAMILY IN PUGSLEY'S SCAVANGER HUNT
P | Jap/US/UK | Ocean | 8Mbit | SP7 | 90%

Proof indeed that European-developed games can match Japanese efforts for sparkle, this shines like a diamond in dung. It's big, challenging and a very good buy.

ALADDIN
P | Jap/US/UK | Capcom | 8Mbit | SP15 | 81%

Captures the spirit of the Disney animated movie well and it's great fun for as long as it lasts. Sadly, on average that won't be more than an afternoon or two.

ALCAHEST
AR | Jap | Square/Halken | 8Mbit | SP19 | 69%

What at first looks to be something on a par with *Soulblazer* proves to be extremely lacking in depth. Its power-up system (in the form of companions) is clever and there are some attractive bosses but it's a miserable game, really.

ALIEN 3
PS | US/UK | Acclaim | 8Mbit | SP9 | 84%

Heavily atmospheric film tie-in which runs at a slowish pace and can prove repetitive. Dedicated gamers will reap its undeniable rewards, though.

ALIEN VS PREDATOR
SB | Jap/US | IGS | 8Mbit | SP6 | 28%

Probably the most wasted use of license potential ever. Like most scrolling beat-'em-ups you'd expect it to be dull, but not quite to this degree. No, no, no.

ALFRED CHICKEN
P | UK | Mindscape | 8Mbit | SP15 | 83%

It looks extraordinarily basic at first glance but extended play reveals a well thought-out game with lots of secret rooms and plenty to do. A good, solid platform game.

AMAZING TENNIS
SP | Jap/US | Absolute | 8Mbit | SP3 | 80%

The only SNES tennis game with a real 'behind-the-player' view and it suffers slightly for it by being restrictive. Everything else in there is fine, though.

AMERICAN GLADIATORS
SP | US | Gametek | 8Mbit | SP10 | 16%

Appalling attempt at recreating the original US TV show. Still, as least Fash isn't in it.

ANDRE AGASSI TENNIS
SP | US | Tecmagik | 8Mbit | SP22 | 52%

Brooke Shields' hairy other half appears in one of the worst tennis games we've seen. The control system is terrible, the graphics dire and, well, it just smells.

ANOTHER WORLD
P | UK | Interplay | 8Mbit | SP1 | 81%

Alt title: Outer World (Jap), Out Of This World (US)

Wonderful vector-based graphics (if slightly slower than the other formats) spruce up this short but oh-so-sweet journey through an alien world. Oh, and if we were an American mag we'd mention that it has 'cool cinemas', too.

ARCANA
R | US | HAL | 8Mbit+BB | 65%

Alt title: Card Master (Jap)

3D-viewed RPG in the style of *Dungeon Master* which is likely to induce sleep during its drawn-out combat routines. Okay graphics, passable sound, but only really suitable for die-hard fans. Or fools, I suppose.

KEY

PZ	Puzzle
BD	Board
S	Shooter
P	Platform
ST	Strategy
SP	Sport
SB	Scrolling Beat-'Em-Up
A	Action
R	RPG
AR	Action RPG
SS	Super Scope
D	Driving

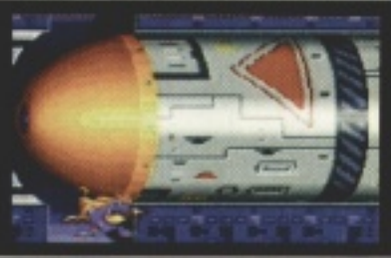
INDEPENDENT SUPER NINTENDO MAGAZINE
SUPER PLAY

TOP 5 USES OF MODE 7

We're not talking about Mode 7 for the sake of it, we're talking novel use – the sort which makes you go 'coo' for a short time.

1 AXELAY
Konami
Multi-layered Mode 7 scrolling scenery which even *curves* for extra effect. Still very special.

2 SPARKSTER
Konami
Look at the size of those rockets! And they spin as if they're real! (*Steady on - Ed*)



3 SOS
Vic Tokai
Sea-sick inducing Mode 7 as the doomed cruise-liner rolls and pitches under the waves.

4 SUPER SFII
Capcom
Most people don't realise that *SSFII's* floors are all Mode 7-driven at first. It's that subtle.

5 PILOTWINGS
Nintendo
Okay, so perhaps there's room for one standard Mode 7-er. Only if it's this good, though.

ARCUS ODYSSEY
S | US | Renovation | 12Mbit | SP13 | 57%
Desperate RPG wannabe which ultimately succeeds only as being a weak shoot-'em-up. It's not a good one this.

ART OF FIGHTING
B | Jap/UK | Takara | 16Mbit | SP15 | 56%
An acceptable conversion from the Neo Geo, with full zoom in-out scaling and large characters. Shame that the original was so dull and not a patch on the pinnacles of the genre.

ASTERIX
P | UK | Infrogrames | 4Mbit | SP11 | 70%
Smooth and playable French-developed platformer which almost single-handedly defines the term average in SNES games.

ASTRAL BOUT
SP/B | Jap | A-Wave | 8Mbit | 40%
What a great name. What a crap game. A wrestling/beat-'em-up effort which fails to ignite any excitement whatsoever, only laughs and derision.

ASTRO GO! GO!
D | Jap | Meldac | 8Mbit | SP20 | 51%
F-Zero-aholics will feel instantly at home with this – it's a blatant rip of said game. It does make some gestures towards being different, though, namely in its often mad track layouts and its host of brilliant characters. The core action of the game just isn't up to it.

AUGUSTA MASTERS 3D GOLF
SP | Jap | T&E Soft | 8Mbit+BB | 79%
Golf has yet to find a comfortable home on the SNES but this fares better than most. Bit-mapped graphics meet polygons to form an acceptable enough game.

AXELAY
S | Jap/US/UK | Konami | 8Mbit | SP? | 85%
The cause of many a jaw/carpet interfacing upon its release, this still can still hold its head high among modern day games. Gameplay alternates between tightly-designed horizontal and incredible vertically-scrolling levels. And those bosses! Well, it's enough to make a grown man cry with joy. Er, blub.

BART'S NIGHTMARE
A | Jap/US/UK | Acclaim | 8Mbit | SP1 | 86%
Subgame formula games certainly have promise but most fail to deliver. This manages the task of entertaining very well, with humour, attractive graphics and clever presentation.

BATMAN RETURNS
SB | Jap/US/UK | Konami | 8Mbit | SP7 | 87%
Arriving at a time when the genre was still relatively fresh, this scrolling-beat-'em-up provides more fun than most of its contemporaries. The batmobile bonus section is weak, though, and it still can't match the best one-on-ones.

BATTLE BLAZE
B | Jap/US | Sammy Corp | 8Mbit | 42%
Another bandwagon-clinger which totally fails to realise the playability required in one-on-one fighting games. Enough moves perhaps, but nowt else.

BATTLE CARS
D | US | Namco | 8Mbit | SP19 | 73%
Mode 7 racer with complicated control system and obvious *Mad Max* influences. The combat slant is fun for a bit, but the essential two-player mode is desperately lacking in thrills.

BATTLE CLASH
SS | US/UK | Nintendo | 8Mbit | SP3 | 48%
This, the first standalone Super Scope title is a short-lived and ultimately tedious experience, which unknowingly set the precedent for those to follow.

BATTLE GRAND PRIX
D | Jap/US | Naxat | 8Mbit | 56%
An early member of the eek-was-I-supposed-to-see-that-corner-coming? brigade. It will thus prove unplayable for all but those with perseverance levels higher than a very high thing indeed.

BATTLETOADS DOUBLE DRAGON
SB | US | Tradewest | 8Mbit | SP16 | 37%
It's a scrolling beat-'em-up with an asteroids-style bonus section. Which, incidentally, forms the best part of the game. Sad.

BATTLETOADS IN BATTLEMANIACS
SB | US | Tradewest | 8Mbit | SP11 | 80%
Crikey – it's another decent scrolling beat-'em-up. Splendid animation (with humour) and plenty of moves elevate this above the norm. Not bad.

BEAUTY AND THE BEAST
P | Jap/UK | Hudson soft | 8Mbit | SP23 | 71%
Sure, it looks great but it's slo-o-ow and can get ridiculously frustrating. Hudson should stick to what they do best – original stuff – and not faff around with licenses.

BEST OF THE BEST
B | US/UK | Electro Brain | 8Mbit | SP14 | 50%
Alt title: Super Kick Boxing (Jap)
A straight kick-boxing title with tons of frames of animation but little else to offer, unfortunately.

BIG RUN
D | Jap | Jaleco | 8Mbit | 34%
One of the very first third party Super Famicom titles in Japan and depressingly weak with it. Driving games are rarely this dull.

BILL LAIMBEER'S COMBAT BASKETBALL
SP | US | Hudson Soft | 4Mbit | 26%
Forget the basketball in the title, this is a weird futuristic sport game with loose *Speedball* overtones. And yes, you guessed it, it's nob.

BIO METAL
S | Jap/UK | Athena | 8Mbit | SP8 | 71%
Play it on its hard difficulty setting and you'll probably get your money's worth out of this slightly above average shooter. The UK version, incidentally, has an authentic, if you will, 'rave' soundtrack. Sigh.

BIRDIE TRY

SP | Jap | Toho | 8Mbit | 28%

Toho have produced one great game: *Super Aleste*. Their other stuff, like this golf game is pretty awful too, quite frankly.

BLAZEON

S | Jap/US | Atlus | 8Mbit | 42%

Gundam-inspired vertically-scrolling blaster with a nice line in weapons and power-ups. It's bearable for a while, but looks horribly dated nowadays.

THE BLUES BROTHERS

P | Jap/US | Titus | 4Mbit | SP7 | 68%

Don't expect any incredible high-speed car chases through American shopping malls – this is, predictably enough, a platform game of the most routine nature.

BOB

P | US/UK | Electronic Arts | 8Mbit | SP7 | 54%

It's always dangerous to attempt to create a game character with personality and that's what EA did with this. The result? A mind-numbingly average, awkward-to-control waste of time.

BOMBUZAL

PZ | Jap | Kemco | 4Mbit | 48%

Alt title: Ka-Blooey (US)

Another early SF release, this is an Amiga conversion requiring much forward planning as you attempt to set off bombs without getting smoked yourself. Initially absorbing, but it gets boring fairly rapidly.

BOXING LEGENDS OF THE RING

SP | US/UK | Electro Brain | 8Mbit | SP14 | 87%

Probably the best boxing game ever (although that's hardly a difficult achievement), with sweatily realistic graphics and a surprisingly simple control system which turns out to be perfect in practice. It won't last forever, though.

BRASS BOSS

B | Jap | Lazersoft | 8Mbit | SP4 | 56%

Alt title: Doomsday Warrior (US)

Let's face it: any beat-'em-up with only three controls – punch, kick and jump – can't hope to compete against the likes of *SFII*. And this it certainly doesn't.

BRETT HULL HOCKEY

SP | UK | Accolade | 8Mbit | SP16 | 78%

Well-constructed ice hockey title which comes closer than most to reaching *NHL's* greatness.

BUBSY IN: CLAWED ENCOUNTERS OF THE FURRED KIND

P | US | Accolade | 16Mbit | SP10 | 77%

Ignore all the rubbish spouted about this being a *Mario/Sonic* beater, this is merely an above average platformer which tries too hard to be amusing.

BUGS BUNNY: RABBIT RAMPAGE

P | US/UK | Sunsoft | 8Mbit | SP19 | 58%

It's by Sunsoft, it features a Warner Brothers cartoon character and... and... isn't that enough to tell you it's a lightweight, undernourished game?

BULLS VS BLAZERS

SP | Jap/US | Electronic Arts | 8Mbit | SP5 | 83%

A solid basketball which maxes on accuracy rather than the arcadey thrills of *NBA Jam*. It offers more challenge than most basketball games, too.

CACOMA KNIGHT

PZ | Jap/US | Datam Poystar | 4Mbit | SP7 | 36%

Based on the arcade game *Qix*, this retains its gameplay and spruces up everything else with fancy graphics and funny characters. There's no hiding pure dullness, though.

CALIFORNIA GAMES II

SP | J/US | DTMC | 8Mbit | SP7 | 22%

Unfortunately, this has little in common with the original *California Games* which was superb. What you get instead is a small collection of weak events with cruddy graphics.

CAL RIPKIN JR BASEBALL

SP | US/UK | Mindscape | 8Mbit | SP7 | 70%

A passable attempt at bringing baseball to the SNES.

CAPTAIN AMERICA

SB | UK | Mindscape | 8Mbit | SP13 | 30%

The coin-op was poor and it was inevitable that this would be just as bad. Leave it well alone.

CAVEMAN NINJA 2

P | Jap | Data East | 8Mbit | SP5 | 58%

Reasonably playable, if simplistic psuedo-sequel to *Joe & Mac*. There are plenty of levels here but the routine execution should force you elsewhere.

INDEPENDENT SUPER NINTENDO MAGAZINE

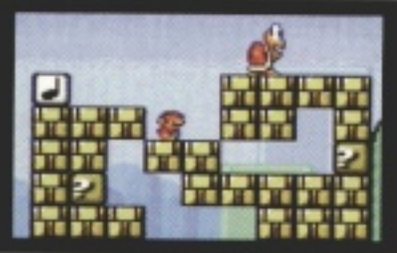
SUPER PLAY

TOP 5 'SUPER' GAMES

Marketing people brand them Super as quick as a wink but what, in fact, are the, erm, Super-est five of all Super games?

1 SUPER SFII
Capcom
It's not *Super Turbo*, but you can't deny its excellence in bringing the coin-op home.

2 SUPER MARIO ALL STARS
Nintendo
The greatest platform games ever, all in one happy bundle.



3 SUPER MARIO WORLD
Nintendo
The first SNES game ever and still one of the very finest.

4 SUPER MARIO KART
Nintendo
Still unsurpassed as the best driving game on the SNES.

5 SUPER METROID
Nintendo
Hugely atmospheric, hugely playable and, well, just huge, really. One of '94's greatest.

CHAMPIONSHIP POOL

SP | UK | Mindscape | 8Mbit | SP13 | 78%

A workable version of pool with tons of options and a selection of awful jukebox tunes. The serious alternative to Data East's arcadey *Side Pocket*.

CHAMPIONS WORLD CLASS SOCCER

SP | UK | Acclaim | 8Mbit | SP19 | 66%

Endorsed by the Behr-meister himself, this is a laughably rough game. Poor control couples with slow speed and difficult-to-score goals to make this one of the worst footie games around.

CHESTER CHEETAH

P | Jap/US | Kemco | 8Mbit | SP6 | 58%

A garish colour scheme and lack of challenge makes this is best suited to younger players. Chester himself, meanwhile, conforms to the unwritten rule that self-confessedly cool characters aren't.

CHESS MASTER

BD | US/UK | Mindscape | 4Mbit | SP7 | 55%

It plays a decent game of chess, but the package in general is poor, with dreadful sound and cruddy options.

CHUCK ROCK

P | US/UK | Sony Imagesoft | 8Mbit | SP4 | 61%

A difficult game to judge this; it's well done and was successful on other formats, but somehow it just seems plain dull on the SNES.

CLAYFIGHTER

B | US/UK | Interplay | 16Mbit | SP14 | 85%

With superb graphics rotoscoped from real clay and a great sample-laden soundtrack this is is an almost great game. It's restricted by a floaty feel and lack of real depth.

CLAYMATES

P | Jap/US/UK | Ocean | 8Mbit | SP12 | 79%

Another case of great while it lasts, but that won't be long enough. Great graphics and genuinely fun gameplay almost save it.

CLIFFHANGER

SB | US/UK | Sony Imagesoft | 8Mbit | SP16 | 22%

Two words for *Cliffhanger:* Oh dear. The world would surely be a better place without scrolling beat-'em-up/platformers as nads as this.

CLUE

BD | US | Parker Brothers | 4Mbit | SP7 | 46%

Allowance for one to six players and all the cards, counters and other clutter handled by the SNES means this isn't as bad as it could have been but it's too expensive, really.

COMBATTRIBES

SB | Jap/US | Technos | 12Mbit | 57%

Another poor scrolling beat-'em-up, this time with childish graphics and no effort made to lift it beyond the usual mediocrity these games suffer.

COOL SPOT

P | US/UK | Virgin | 8Mbit | SP14 | 82%

Fairly formulaic platform action enhanced enormously by gorgeous graphics. Sadly, it suffers from – quel surprise – lack of challenge.

COOL WORLD

A/P | US/UK | Ocean | 8Mbit | SP7 | 52%

Cool(ish) graphics which are fairly true to the film only serve to indicate how good this might have been. It tries too hard to be different and it turns out to be just a mish-mash of poor gameplay and ideas.

COSMO GANG

S | Jap | Namco | 8Mbit | SP7 | 70%

A classic slice of retro shoot-'em-up action in the style of *Galaga*. The simultaneous two-player mode and crazy bosses are real bonuses but it's all over too quickly.

COSMO GANG: THE PUZZLE

PZ | Jap | Namco | 4Mbit | SP7 | 58%

Tetris-inspired effort which fails mainly due to its unintuitive nature. The 100 levels in the puzzle mode extend its life somewhat, but this pales against the likes of *Puyo Puyo*.

DAFFY DUCK

P | US/UK | Sunsoft | 8Mbit | SP15 | 65%

This highly derivative, typically Sunsoft game features a recognisable lead character and a wide range of weapons but that's about it, unfortunately.

DARIUS FORCE

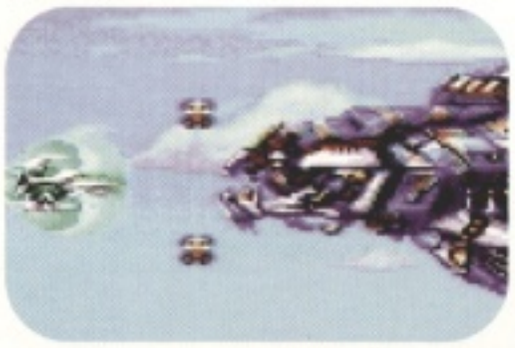
S | Jap | Taito | 8Mbit | SP14 | 70%

Hmm-worthy blaster with three ships to choose from and the usual *Darius* selectable route through the game. Only average at best.

DARIUS TWIN

S | Jap/US | Taito | 8Mbit | 74%

Not enough levels perhaps, and a questionable difficulty curve early on in the game, but this isn't really a bad game at all.



DEAD DANCE

B | Jap | Jaleco | 16Mbit | 78%

Alt title: Tuff E Nuff (US)

An early for the beat-'em-up crown, this is a passable effort with plenty of moves and smooth play. It suffers by lacking in selectable characters.

CYBERNATOR

S/P | US/UK | Konami/Masyia | 8Mbit | SP5 | 91%

Alt title: Assault Suits Valken (Jap)

Totally fantastic platformy shooter based around the exploits of a geezer in an enormous combat suit. Crazily huge explosions, fabulous metallic scenery and a proper storyline element which leads to different endings depending on your performance – what more could you want?

DESERT STRIKE

S | Jap/US/UK | Electronic Arts | 8Mbit | SP4 | 90%

Playable and addictive mission-based helicopter combat game with lots to see and do. It's not without faults, though, most notably its notoriously painful-to-use ammo counter (you have to actually switch to the map screen to read it).

DEVIL'S COURSE

SP | Jap | T&E Soft | 8Mbit | SP8 | 80%

With the focus firmly set on being 'wacky' (the courses all have ridiculous layouts), this turns out to be one of the more worthwhile golf sims around.

D FORCE

S | Jap/US | Asmik | 8Mbit | 22%

In a novel slant, the action in this takes place on two planes: a flick of the L or R button will move your craft closer to the ground (via Mode 7) to take out otherwise unreachable targets. It's a nice touch but the rest is utterly awful.

DINOSAURS

P | Jap/US | Irem | 8Mbit | SP1 | 83%

Alt Name: Dino City (US)

Typically of Irem at the time of this game's production, *Dinosaurs* suffers from occasional slowdown, but the graphics and playability are undoubtedly great. Another platformer, however, which is too easy to finish.

DIRTY CHALLENGER

SP | Jap | Yutaka | 8Mbit | 34%

Another pitiful attempt at recreating the 'sport' of wrestling on the SNES. The laughable grappling sequences are notoriously dubious, too.

DORAEMON: WORLD OF FARIES

P | Jap | Epoch | 8Mbit | SP10 | 56%

Cute platformer (most of its charm gleaned from the fab lead character) with oodles of Japanese text and gameplay weaker than Wil's coffee (when he makes it). (*Which is more often than Tony - Wil.*)

DR FRANKEN

P | UK | Elite | 8Mbit | SP15 | 58%

What made a great Game Boy title turns out to be inappropriate material for the SNES. Sluggish, unoriginal and unengaging.

DRAGON

B | UK | Virgin | 16Mbit | SP21 | 88%

If you remember *International Karate +* with fondness, you'll be keen to have a look at dragon. It plays unlike a console beat-'em-up and uses a clever 'rage gauge' idea which ultimately leads to the introduction of weapons in fights. Great graphics and a tough difficulty level add extra appeal.

DRAGON BALL Z

B | Jap | Bandai | 8Mbit | SP8 | 73%

Original beat-'em-up based on the Japanese manga and anime phenomenon with a split screen feature allowing battles to take place with the characters separated by hundreds of metres! An acquired taste this one.

DRAGON BALL Z 2

B | Jap | Ocean | 16Mbit | SP17 | 75%

See above and add some new characters, moves and locations.

DRAGON'S LAIR

P | US/UK | Elite | 4Mbit | SP1 | 82%

Colourful and fairly playable arcade conversion which shys away from the film-style apparent on other machines, instead plumping for a platform environment. It's spoilt slightly by its small size and high initial frustration factor.

DRAKKHEN

R | Jap/US/UK | Kemco | 8Mbit | SP7 | 64%

What at first looks to be a promising RPG with smoothish vectors overlaid with bitmapped images turns out to be tiresome stuff indeed, hampered further by a dreadful combat system.

DREAM PROBE

P | Jap | Riot | 8Mbit | 33%

Fortunately, this sort of thing – pathetic platform beat-'em-ups – aren't being produced to the degree which the used to. Let us be thankful.

DUNGEON MASTER

R | UK/US/Jap | Marubeni | 8Mbit + BB | SP12 | 88%

If you value Western-style, 3D-viewed RPGs over the more SNES-suitable Jap-style then this is your best bet. A huge and detail-packed quest.

NEXT MONTH

E to M. Or possibly even up to N, it's difficult to say. Look, do you think this is easy? Mumble, etc.

MODE SEVEN

MODE SEVEN LIMITED, RUTLAND HOUSE
42 CALL LANE, LEEDS LS1 6DT

TELEPHONE: 0113 2449994

FAX: 0113 2448882

Office hours: Monday to Friday 9.00am - 6.30pm
Saturday and Sunday 9.30am - 2.00pm

SNES - USA

SNES CONSOLE	£115

GAMES OF THE MONTH

Donkey Kong Country	Call
Return of the Jedi	Call
Lord of the Rings	£59.99
Final Fantasy III	£64.99
Nigel Mansell Indy Racing	£59.99
Illusion of Gaia	£59.99
C2: Judgement Clay	£59.99
John Madden Football '95	£54.99
NHL '95	£54.99
WCW Super Brawl	£54.99
WWF Raw	£64.99
Ultima: The Black Gate	£54.99
Ultima: Runes of Virtue 2	£59.99

MODE SEVEN SELECTION

SNES - USA CONTINUED

Acme Animation	£64.99
Adventures of Batman & Robin	£59.99
Aero Acrobat 2	£59.99
Anamanics	£54.99
Bonks Adventure	£59.99
Breath of Fire	£54.99
Brett Hull Hockey '95	£54.99
Brutal	£59.99
Death & Return of Superman	£59.99
Double Dragon 5	£54.99
ESPN Football	£59.99
ESPN Hockey	£59.99
Flintstones	£54.99
Frankenstein	£54.99
Galactic Defenders	£54.99
Indiana Jones	£59.99
Mario: The Early Years	£54.99
Metal Morph	£59.99
Michael Jordan Chaos	£54.99
Might & Magic 3	£59.99
Mortal Kombat 2	£64.99
NCAA Football	£54.99
Nickolodean Guts	£54.99
Pacman 2	£54.99
Pitfall	£59.99
Pocky & Rocky 2	£54.99
Secret of Mona	£54.99
Spiderman/Venom	£59.99
Star Fleet Academy	£54.99
Stargate	£59.99
Super Bomberman 2	£54.99
Super Streetfighter II	£54.99
Tecmo Super Baseball	£59.99
Tetris 2	£54.99
Tin Star	£54.99
Tiny Toon Wacky Sports	£54.99
Tom vs. Jerry	£59.99
True Lies	£59.99
USHRA Truck Wars	£59.99
Vortex	£59.99
World Heroes II	£59.99

SEGA SATURN

SEGA SATURN CONSOLE	Call

MODE SEVEN SELECTION

Bullet Fighters	Call
Clockwork Knight	Call
Daytona USA	Call
Dream Mansion	Call
Golden Axe: The Duel	Call
Guile Racer	Call
Panzer Dragoon	Call
Rampo	Call
Shinobi EX	Call
Sim City 2000	Call
Star Wars	Call
Victory Goal	Call
Virtua Fighter	Call

NEO GEO CD

NEO GEO CD CONSOLE	Call

MODE SEVEN SELECTION

Art of Fighting	Call
Fatal Fury Special	Call
King of the Monsters II	Call
Last Resort	Call
Samurai Shodown	Call

HARDWARE

SNES Extra Joypad	£15.99
3DO Extra Joypad	£29.99
SNES Converter	£19.99
SNES Converter (if bought with game)	£9.99

SONY PSX

SONY PSX CONSOLE	Call

MODE SEVEN SELECTION

A. IV	Call
Aquanaut	Call
Crime Crackers	Call
Metal Jacket	Call
Poly Poly Circus Grand Prix	Call
Ridge Racer	Call
Tale of Poporokuroisu	Call
Task Force Warrior Gundam	Call
V-Zone	Call

3DO

3DO CONSOLE	£475

GAMES OF THE MONTH

Road Rash	£59.99
Lost Vikings	£49.99
World Cup Golf	£49.99
Samurai Shodown	Call
Super Streetfighter Turbo	Call
Flashback	£49.99

MODE SEVEN SELECTION

Alone in the Dark	£49.99
Clayfighter	£49.99
Kingdom: Far Reaches	£49.99
Microcosm	Call
Megarace	£49.99
Off World Interceptor	£54.99
Space Shuttle	£49.99
Star Control 2	£54.99
Way of the Warrior	£54.99

the neXT level. Now.

HOW TO ORDER

By mail - simply complete the form and return it with your cheque, postal order or credit card details.

By phone - call us on 0113 2449994 during office hours, quoting your Access or Visa number. Alternatively, fax your completed order form on 0113 2448882.

In person - come and see us during office hours, Monday to Friday. If you'd like to call us with your order beforehand (or leave your order on our answerphone out of hours), we can have it ready for you.

POST AND PACKAGING

Games and accessories (per item) - sent first class recorded delivery - if 4 or more items are ordered, package will go by courier	£2.00
Consoles (per item)	
- 2 day delivery	£8.00
- next day delivery	£12.00

ORDER FORM

ITEM	PRICE	POST/ PACKAGING	TOTAL
		GRAND TOTAL	

Payment method: cheque ☐ postal order ☐ credit card ☐ (tick box)

Credit card no. | | | | | | | | | | | | | | | | |

EXPIRY DATE / /

Send completed form to:

MODE SEVEN LIMITED, RUTLAND HOUSE, 42 CALL LANE, LEEDS LS1 6DT.

LOOKING FOR THE LATEST GAMES?

We're constantly buying in new games from the US and the Far East. If there's anything out there that you don't see here, call us and ask - and if you've got a fax we'll send you an up-to-minute stock list.

NAME
ADDRESS
POSTCODE
TEL No.

SUPER PLAY SUPERSTORE

SUPER PLAY READER'S OFFERS!

Super Play teams up with top-quality peripheral manufacturer Fire to bring you these fantastic deals!

Save £5!

• *TWO* HEATSEEKER JOYPADS

These sturdy and responsive pads come with turbo auto-fire on any/all the buttons, a slo-mo facility, and a set of extra buttons for speed and ease of use.

£24.99
including p&p and VAT.

• SFX ADAPTOR & ONE HEATSEEKER JOYPAD

Play any American or Japanese game on your English SNES, including the latest Super FX games. Special secure design holds the cartridges firmly and prevents wobble or accidental damage to your Super Nintendo. Plus a high-quality auto-fire turbo Heatseeker joypad with built-in slo-mo!

£29.99
including p&p & VAT.

Save £5!

Save £10!

• TRIBAL TAP & *TWO* HEATSEEKER JOYPADS

Get into multi-player fun with this complete multi-player package. The Tribal Tap plugs into one of your SNES joypad ports and lets you play with up to five people. Compatible with *Super Bomberman, Madden, Secret of Mana, FIFA International Soccer* and many more! Plus two high-quality auto-fire turbo Heatseeker joypads with extra fire buttons and built-in slow-motion feature!

£44.99 including p&p & VAT.

• SUPER PLAY BINDER

Keep your precoius copies of *Super Play* safe and in pristine condition with these sturdy and incredibly stylish binders. They each hold 12 magazines Why not buy yourself two binders at the same time and save yourself some dosh?

£5.99 2 for £10.99

including p&p & VAT.

FILL IN THE FORM AND COLLECT A BARGAIN!

Please send me (tick appropriate boxes)

- ❑ Tribal Tap and two Heatseeker joypads..... £44.99 (code SPPOFF1)
- ❑ SFX Adaptor and one Heatseeker joypad..... £29.99 (code SPPOFF2)
- ❑ Two Heatseeker joypads..... £24.99 (code SPPOFF4)
- ❑ *Super Play* binder ..... £5.99 (code SUBINDA)
- ❑ Two *Super Play* binders ..... £10.99 (code SUBINDB)

*Customers outside the UK add £4 for overseas delivery.

Or phone the credit card hotline on: (0225) 822511

METHOD OF PAYMENT:

❑ Cheque (made payable to Future Publishing Ltd.)
❑ Visa/Access (delete as appropriate)

CARD NO: ❑❑❑❑ ❑❑❑❑ ❑❑❑❑ ❑❑❑❑

EXPIRY DATE: ❑❑ ❑❑

Send this form (or a photocopy) with appropriate payment to the following Freepost address: *Super Play* Mail Order, Future Publishing, FREEPOST, Somerton, Somerset TA11 6BR. (You won't need a stamp.)

Name
Address
Postcode
Date:
Signature:

IRRESPONSIBLE pictures

TENCHI – MUYO pts 1-4

Pioneer LDCE

30 minutes per episode (2 eps per tape)

RRP: £12.99 per tape

certificate PG

You know it's going to happen, it always does happen and it always will happen. If in the opening scenes of a film a character is expressly told not to do something you know full well that in the next scene you're going to see them doing precisely that thing. And so it is with Tenchi Masaki after being warned by his grandfather about a nearby shrine he 'accidentally' releases the demon who's been trapped there for 700 years. What he wasn't warned about, though, was his rather illustrious heritage which thankfully protects him from the beautiful Ryoko's fury. But this is no ordinary anime tale of young high school students pitted against ugly tentacled monsters, no, this demon is from outer space!

It's now that Tenchi's life gets a little more complicated as Ayeka; the fiancée of the guy who imprisoned Ryoko in the first place, arrives. She promptly gets her spaceship trashed and also ends up as one of Tenchi's house guests. Add: one not too adept galaxy police officer; a hyper cute eight-year old; a rabbit that's destined to grow up into a spaceship; a healthy dose of magic and sci-fi and you have a mad comedy. It was so popular in Japan that it's now become only the second series in anime history to have made the leap from video to the TV screen (the first was *Mobile Police Patlabor*). With sharp, colourful, stylish character designs and some decent voice acting (although still erring on the American side of things) *Tenchi Muyo* is a welcome entry to the UK anime market from Pioneer.

If you're after something a little lighter than we're used to seeing over here then you can't go far wrong with this. Just remember to suspend disbelief a little and accept the fact that those aren't flying logs that are attacking Tenchi, they're guardian robots!

4 out of 5

DEVILMAN: THE DEMON BIRD

Manga Video

55 minutes

RRP: £11.99

certificate 18

Young Akira is Devilman, a mixed-up schoolboy who, in the first episode of the series, assumed a new persona which transformed him from yer average every day schoolboy into an on-the-edge winged nastie who'd find ripping someone's spinal cord out as easy as removing the stalk from an apple.

He doesn't stay in demon form throughout his life, though, which is the essential premise behind his tale; the sort of juggling a normal life with an alter ego-ish side – and tackling the obvious dilemmas on the way – which made the *Overfiend* series so popular (it couldn't have been anything else, surely?).

In this episode we find Devilman coming up against his rockest adversaries yet: Jumen, a semi-aquatic demon turtle-thing with a shell made up of human souls (!); Gelmat, a morph-happy water demon; and, of course, the nastie from the film's title, Siren, the Demon Bird. Akira's sidekick, Ryo, doesn't play as large a part in this episode (thankfully, as he was painful in the first) but Miki, Akira's girlfriend, gets significantly caught up in the mix to introduce relief from the all-out fighting which can be prone to dragging these films down.

The action flows thicker than a MacDonald's shake and faster than Zy's gravitation towards the latest RPG which arrives in the office. And there are lots of little touches and scenes which make you think, 'Hey, that was good' and the battle finale is so well orchestrated and delivered it leaves you wanting more. As with the first film, however, it's definitely one for demon genre lovers, but if you appreciate that sort of thing it should more than satiate your requirements.

3 out of 5

THE SECRET ADVENTURES OF TOM THUMB

Manga Video

61 minutes **RRP:** £11.99

certificate 12

Suppose you had to do a version of the (fairly boring) Tom Thumb myth – how would you go about it? If you're the bolexbrothers you'll make it imaginative, dark, surreal and disturbing. And you'll use techniques which set it apart from most animation films.

The plot unfolds in the background as you're taken in by the atmosphere. For a start, the actors in the film are pixilated; they're actually filmed like the stop-motion models, so they can interact with them properly without any matte effects. Obviously this takes months to do, but it lends the movie a bizarre, original feel. Almost nightmarish, in fact.

There's very little speech, and nothing is explained in terms of the real world. In fact, nothing much is explained at all. Tom is captured and tortured by scientists, until he manages to escape and wreaks vengeance on the giants which have made his tiny life hell. The only people he cares about are his parents, who want him back, safe with them.

The Secret Adventures of Tom Thumb is sad, disturbing, sometimes funny and always original. The world created by the bolexbrothers is well observed, and will make you shiver. But seeing it, you'll understand how this film won a loo-full of awards for direction and animation. It's quite unlike anything else around, and you should really get to see it.

TSAOTT may sound like *Eraserhead* crossed with Morph, but it really sits on its own in terms of style. It's not for casual watchers, though; it's too involved and intense for that. But animation fans should see it. You'll be engrossed, and afterwards you'll be glad the world isn't really like that.

5 out of 5

Super Play dons its Parker Knoll™ reclining mobile, powered armour, summons a nice hot cuppa from a demon-infested dimension and settles down to watch.

There have been loads of good tapes to watch this month with Manga Video even bringing out a non-anime stop-motion extravaganza in *Tom Thumb*. James was so taken with it we've decided to include it here. Also with so many companies releasing anime in the UK now we're finding it hard to keep up with all the new releases. So if you see a tape that we haven't covered and you want Irresponsible Pictures to review it just drop us a line at *Super Play*, 30 Monmouth St, Bath, Avon BA1 2BW. Make it so!

BUBBLEGUM CRISIS - TINSEL CITY

Anime Projects
53 minutes
RRP: £12.99
certificate PG

Originally available at a rather higher price the seminal Cyberpunk drama now comes to the masses and kicks ass in the process.

It's 2032 and Tokyo's in a right old state and while recovering from a terrible earthquake, the AD Police are finding their hands full with 'Boomer' crimes. Produced by the sinister GENOM Corporation, the android Boomers are used in all parts of society allowing GENOM to fulfil their plans to dominate Mega Tokyo and beyond. What they hadn't reckoned on, though, are four young women who have a serious affinity with sleek power suits – the Knight Sabers: Sylvie, the leader and daughter of Dr Stingray who helped create the Boomers and was murdered by GENOM; Linna, an orphan of the earthquake; Nene, who works at the AD Police and Priss the strong-headed singer of the group The Replicants. Under the cover of night the Sabers strike out and take on the GENOM Corporation and the various metallic monsters they create.

Although made way back in 1987, *Crisis* still stands head and shoulders above many newer OAVs with detailed characters and settings, and superior animation. Although each episode can be viewed on its own (there are eight in all) there is a underlying story which carries on throughout all the parts and it's well worth collecting them all. Another thing you might like to note is that although episode one (*Tinsel City*) runs to about 53 minutes, all the other tapes are only between 30 and 40 minutes and you only get one episode to a tape. For most people though, this is a tiny point against owning what is for many fans the best loved anime film of them all.

4 out of 5

ANIME NEWS

The new Gatchaman - ready to fight giant robot octopusses anywhere.

Transmute! A cry that just might be familiar to you when the BBC showed *Battle Of The Planets* all those years ago, and quite possibly your first introduction to Japanese animation. Even though the show was generally hacked to pieces from the Japanese original – *Science Ninja Team Gatchaman* – *BOTP* was still responsible for starting off quite a few anime fans in this country. The show was a massive hit in Japan and still has many followers today (anyone fancy the entire series in a Laser Disc box set?) and now it's back again in a whole new revamped version. All the old characters are there but this time sporting some drastic fashion changes and some rather serious haircuts. Whether we'll see it over here, though, is debatable. The sell-through tapes of the original series were deleted about three years ago now and no one has seen fit to release them again either.

One of the questions we're always asked by newcomers to anime is, 'Why aren't the new releases as good as *Akira*?' Well, what constitutes good anime is a very subjective thing. Tony's quite partial to a bit of Lum in *Urusei Yatsura* from Anime Projects, James likes a touch of *The Guyver* from Manga whilst Wil's faves – *Mobile Police Patlabor*, *Silent Möbius* and *Record of Lodoss War* haven't even been released over here yet! However, we're all in agreement that the quality of animation in *Akira* generally outshines everything we've seen in the UK... until now. *Wings of Honneamise – Royal Space Force* is a two-hour tour-de-force of stunning artwork and superb animation. With top studio Gainax at the helm and many of Japan's top anime names involved, *Honneamise* tells the story of man's first venture into space – the trials of Shiro Lhadatto, the first astronaut – as he struggles with love, religion, assassination attempts and a war mongering government in an effort to get to the launch pad. Following *Appleseed*, Manga Video are giving *Honneamise* a limited cinema run starting in November followed by a video release next year. Make sure you don't miss it.

Wings of Honneamise - the best anime film ever?

Next month we'll be starting up a video datebook so you'll know at a glance what's coming out in the months ahead. We'll also start to answer your anime and manga questions, so if there's anything you want to know drop Irresponsible Pictures a line.

Want to see what the **future** of **videogaming** looks like?

See the **first** Sony PlayStation games in **Edge**

Magazine of the year

INDIN

Industry awards

Issue **fifteen** onsale 27 October at selected newsagents now

BACK ISSUES

ISSUE 1 *SOLD OUT*
ISSUE 2 *SOLD OUT*
ISSUE 3 *SOLD OUT*

ISSUE 4
Human Grand Prix reviewed; and a guide to *Another World*.

ISSUE 5
Game Genie vs Action Replay; *Assault Suits Valken* and *Kikikaikai* reviewed.

ISSUE 6
Starfox previewed; *Super SWIV* reviewed; *SFII* guide.

ISSUE 7
Interview with Argonaut; *Starfox* reviewed; fantasy game special.

ISSUE 8
Pop'n Twinbee and *James Pond* reviewed; a player's guide to *Starfox*.

ISSUE 9
Loads on *SFII Turbo*; *Super Bomberman* challenge; an *Addams Family* guide.

ISSUE 10
Fixing your SNES; *Final Fight* and *Striker* reviewed; and a *Mystical Ninja* guide.

ISSUE 11
Super Mario Collection, *SFII Turbo* and *Mortal Kombat* reviewed; a guide to *Final Fight 2*; and much more!

ISSUE 12
A fantasy game special; an interview with Nintendo Hotline; and part one of our *Mario Collection* guide.

ISSUE 13
A football special, *Jurassic Park*, *Top Gear* and *Lamborghini* reviewed; and third-party politics.

ISSUE 14
NIntendo's pricing policies; the horror of anime; *Sky Blazer*, *Clay Fighter* and *Plok!* reviewed; and more!

ISSUE 15
What's in store for 1994?; *Aladdin* reviewed; and a *Jurassic Park* Super Player's Guide. Hurrah!

ISSUE 16
R-Type III and *NBA Showdown* reviewed; those Rik Mayall ads; and more SNES troubleshooting.

ISSUE 17
Mega Man X and *NBA Jam* reviewed; Nintendo rap; *Solstice II: Equinox* and *Shadowrun* guides. Cor!

ISSUE 18
CES news; *Lufia*, *Super Puyo Puyo* and *Soccer Kid* reviewed; and a *Turtles* player's guide.

ISSUE 19
Fatal Fury 2 reviewed; a *Mystical Ninja 2* guide; we visit Nintendo of Japan; plus a free manga book.

ISSUE 20
Super Metroid reviewed; a football special; a *Mega Man X* guide; and how to get hold of cheap carts.

ISSUE 21
Vortex previewed; *Super Bomberman 2* and *Dragon* reviewed; and a *Clay Fighter* guide.

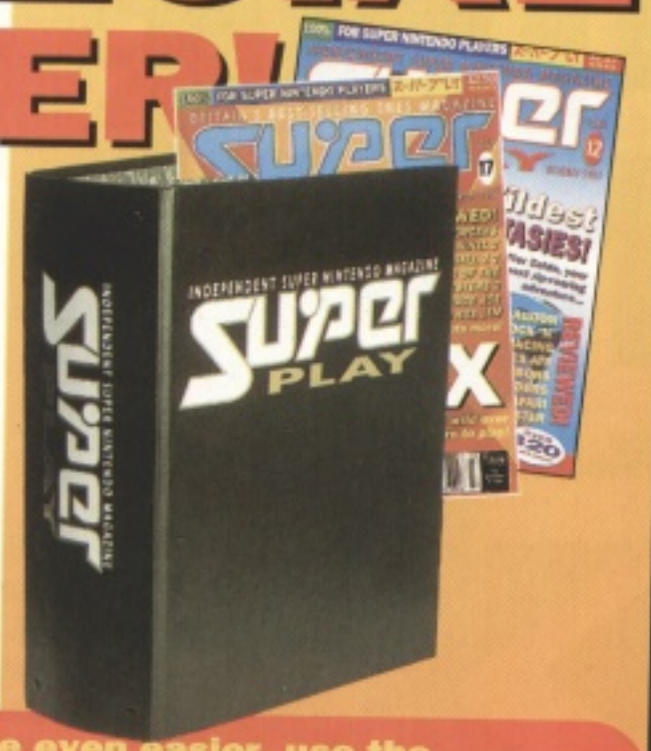
ISSUE 22
Wild Trax reviewed; How to draw anime; Exclusive *Syndicate* feature; *NBA Jam* guide and more!

ISSUE 23
Super Street Fighter II reviewed; exclusive Squaresoft interview; *Super Metroid* player's guide.

ISSUE 24
Mortal Kombat reviewed; *Breath Of Fire* reviewed; *Super Street Fighter II* player's guide.

ISSUE 25
Sparkster and *Secret of Mana* reviewed; *Mortal Kombat II* player's guide.

SPECIAL OFFER!



Buy any 3 back issues of *Super Play* and you only pay £10. Plus! You get a binder (which holds 12 issues of *Super Play* and is worth £5.99) absolutely free!

Make life even easier, use the
CREDIT CARD HOTLINE: (0225) 822511

Please send me the following back issues at £3 each (or £10 for 3 issues plus a binder worth £5.99).

ISSUES _____ TOTAL COST _____ VISA ☐ ACCESS ☐

Card No ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ Expiry date ☐☐☐☐

Name:

Address:

Postcode:

Signature:

Date:

Return this coupon (or a photocopy), together with a cheque if applicable, in an envelope to: *SUPER PLAY*, FUTURE PUBLISHING LTD, FREEPOST (BS4900), SOMERTON, SOMERSET TA11 6BR.
(You won't need a stamp.)
This coupon is valid until 31 December 1994. SU/MAG/1294

FREE!!

16 page Ultimate Future Games supplement
T-Shirt transfer
Lion King T-Shirt offer

GAMES MASTER

Britain's best selling multi-format games magazine

STILL ONLY £2.25

ON SALE NOW!

PLUS!!

- 32X and Saturn – first previews.
- Dominik Diamond speaks his brains out.
- The best graphics you've ever seen, and it's a football game. 3DO FIFA kicks off.

- Check out our highest rated game on the Mega Drive.

DONKEY KONG COUNTRY

REVIEWED!!!

EXCLUSIVE!!
FIRST INDEPENDENT REVIEW

WIN A SSF2 COIN-OP!

NEXT MONTH

IN SUPER PLAY

SUPER PLAY ISSUE 27 ON SALE, THURSDAY 1 DECEMBER

ULTIMATE PARODIUS

- The best shoot-'em-up of all time is reviewed in the Christmas issue of *Super Play!*

- We'll also be giving you the definitive guide to what you'll *need* in your stocking!
- There'll be a massive and incredibly useful free Christmas present with *Super Play* next month as well!
- There'll be all the best anime!
- And there'll be all the latest SNES games reviewed!

FREE! FREE! FREE!

EXCLUSIVE MANGA CALENDAR

12 TOP MANGA IMAGES FOR 1995 ARE TOTALLY FREE WITH NEXT MONTH'S ISSUE OF *SUPER PLAY!*

RESERVE YOUR COPY OF SUPER PLAY!

Dear newsagent, please reserve/deliver* my copy of *Super Play* for/to me every month. Cheers!

Name: .....

Address: .....

.....

*** Delete as appropriate.**

THE SUPER QUIZ ANSWERS

Are you a fan of Super Quiz? Well, if you are there's a bonus for you in next month's special Christmas issue of *Super Play*. We won't say what it is, but judging by the fact that we're mentioning it here, it's pretty obvious, actually.

EASY

1 An Impressive 24.
2 Hiroshi Yamauchi
3 Matt Bielby. A name from the past.

MEDIUM

1 This was because it initially came out on the PC.
2 *Breath of Fire.*
3 *Lufia and the Fortress of Doom.*

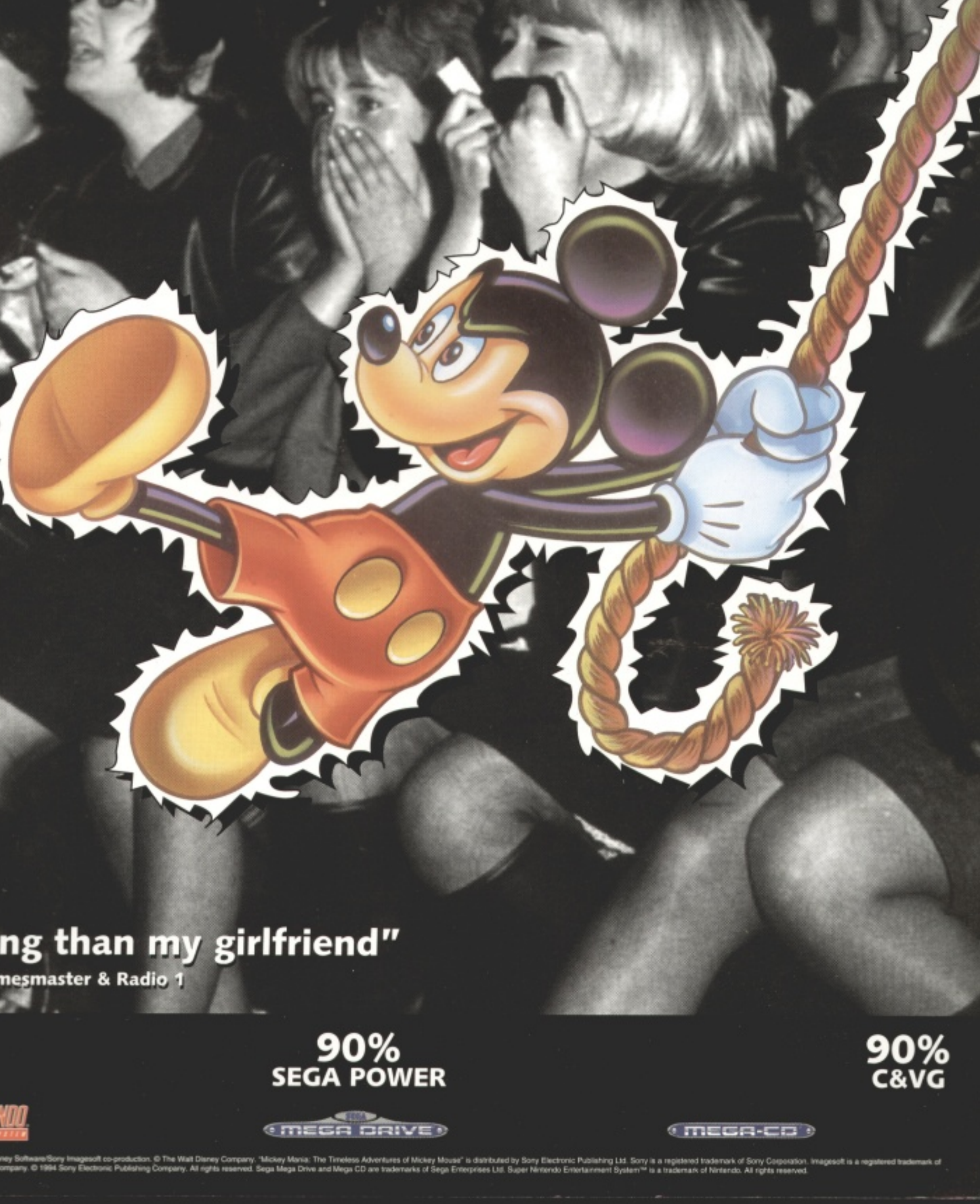
HARD

1 Left, right,down then HK.
2 *Mystic Quest.*
3 The Game Boy, but, as we've said, we can mention it legitimately because it was the predecessor to *Secret of Mana.*

SONY IMAGESOFT

Disney SOFTWARE

MICKEY MANIA GRIPS THE NATION



"Better looking than my girlfriend"

Dominik Diamond – Gamesmaster & Radio 1

90%
MEGA

90%
SEGA POWER

90%
C&VG

SUPER NINTENDO ENTERTAINMENT SYSTEM

SEGA MEGA DRIVE

MEGA-CD

"Mickey Mania: The Timeless Adventures of Mickey Mouse" is a Disney Software/Sony Imagesoft co-production. © The Walt Disney Company. "Mickey Mania: The Timeless Adventures of Mickey Mouse" is distributed by Sony Electronic Publishing Ltd. Sony is a registered trademark of Sony Corporation. Imagesoft is a registered trademark of Sony Electronic Publishing Company. © 1994 Sony Electronic Publishing Company. All rights reserved. Sega Mega Drive and Mega CD are trademarks of Sega Enterprises Ltd. Super Nintendo Entertainment System™ is a trademark of Nintendo. All rights reserved.

"Bikes, Bats & Boots"

the adventures of
BATMAN & ROBIN

International
SUPERSTAR SOCCER

Konami hotline 0891 775741 for instant cheats to many Konami titles + up-to-date competition news
Calls are charged at 39p per minute cheap rate and 49p per minute at all other times

KONAMI

SUPER NINTENDO™
ENTERTAINMENT SYSTEM

Konami House, 54A Cowley Mill Road, Uxbridge, Middlesex UB8 2QE Tel: 0895 853000 Fax: 0895 853003

Batman and all related elements are the property of DC Comics TM & © 1994. All Rights Reserved.
Biker Mice From Mars, © 1994 Brentwood Television Funnies, Inc. / Licensed by The Bearstalk Group.

SYNDICATE™

SUPER PLAY

1995 YEAR PLANNER

January

M	T	W	T	F	S	S
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30	31					

February

M	T	W	T	F	S	S
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28					

March

M	T	W	T	F	S	S
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

April

M	T	W	T	F	S	S
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30

May

M	T	W	T	F	S	S
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

June

M	T	W	T	F	S	S
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30		

ocean®

SUPER NINTENDO™
ENTERTAINMENT SYSTEM

DESIGNER SERIES™ BULLFROG™

Published under licence from Electronic Arts Ltd, by Ocean Software Ltd.

SUPER PLAY

theme PARK™

S

1995 YEAR PLANNER

July

M	T	W	T	F	S	S
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						

August

M	T	W	T	F	S	S
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			

September

M	T	W	T	F	S	S
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	

October

M	T	W	T	F	S	S
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30	31					

November

M	T	W	T	F	S	S
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30			

December

M	T	W	T	F	S	S
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

ocean®

SUPER NINTENDO™
ENTERTAINMENT SYSTEM

DESIGNER SERIES™ BULLFROG™

Published under licence from Electronic Arts Ltd, by Ocean Software Ltd.